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ISSUE 32

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# 64

## MAGAZINE

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World's first  
review!

# 40 WINKS

## PERFECT DARK

Four pages of all-new shots from  
the N64's hottest game!

## HYBRID HEAVEN

Full UK review of the sci-fi adventure!

## POKÉMON SNAP

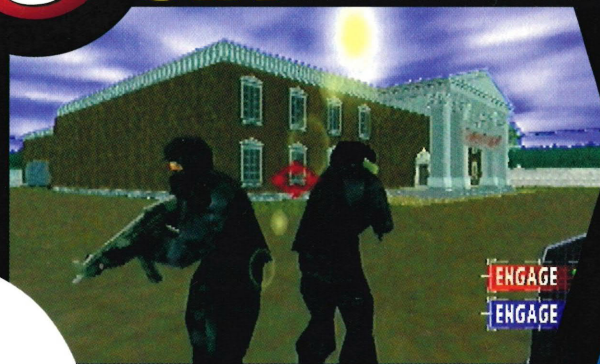
Catch the Pokémon on camera!



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## RAINBOW SIX

Massive preview:  
terrorists beware!



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LAVA LAMP  
WITH RAT  
ATTACK!



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The traffic's murder.



My watch has stopped.



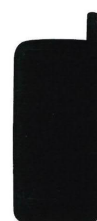
My train has been cancelled.



I fell asleep on the bus.



I've lost my mobile.



My battery's flat.



I'm stuck in a lift.



Don't wait up.



My head's stuck in some railings.



The taxi driver's lost.



There are leaves on the line.



The lights are still red.



I've run out of petrol.



I've been clamped.



There was this big problem...



My car won't start.



I thought the clocks had gone back.



I've lost my travelcard.



I'm caught in a revolving door.



I fell asleep in the club.



I couldn't find your phone number.



I've forgotten how to get home.



I stopped to help an old lady.



I've fallen down a manhole.



10:30? I thought you said 2:30.



I'm caught in a downpour.



I got struck by lightning.



What are the chances of getting two punctures?



I'm still stuck in this queue.



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# 64

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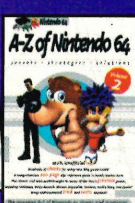
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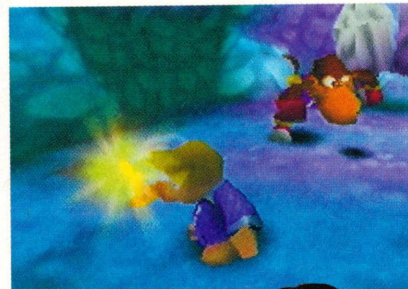
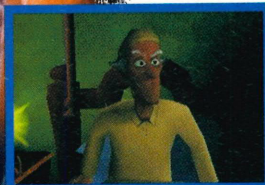
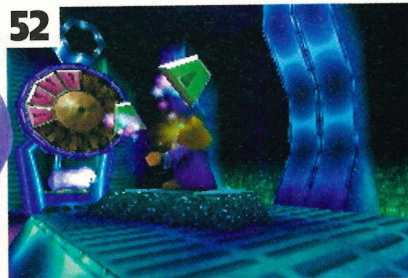
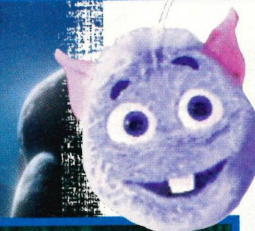
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MAGAZINE

Welcome to issue 32!

## 40 Winks

Is this potential Banjo-beater a dream or a nightmare? Find out with our exclusive review!



## Rainbow Six

In-depth preview of the first tactical shooter on the N64. Terrorists better beware!

06

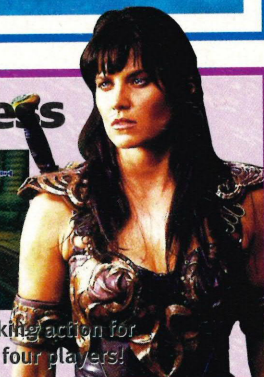


## Xena: Warrior Princess

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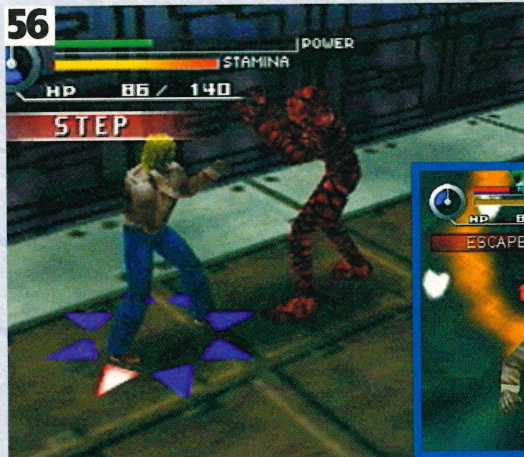


Mythological ass-kicking action for the N64 – and it's for four players!



## Hybrid Heaven

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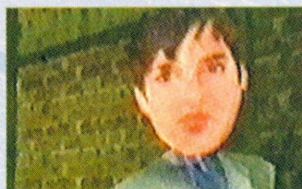
The long awaited sci-fi RPG arrives at last. Mulder and Scully never dealt with anything like this!



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or email us: 64mag@paragon.co.uk  
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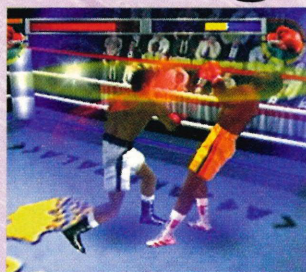


The good news – it looks absolutely stunning. The bad news – it's been put back until next year...

## Perfect Dark

## Knockout Kings

Meet the greatest boxers of all time... and smash their faces in!

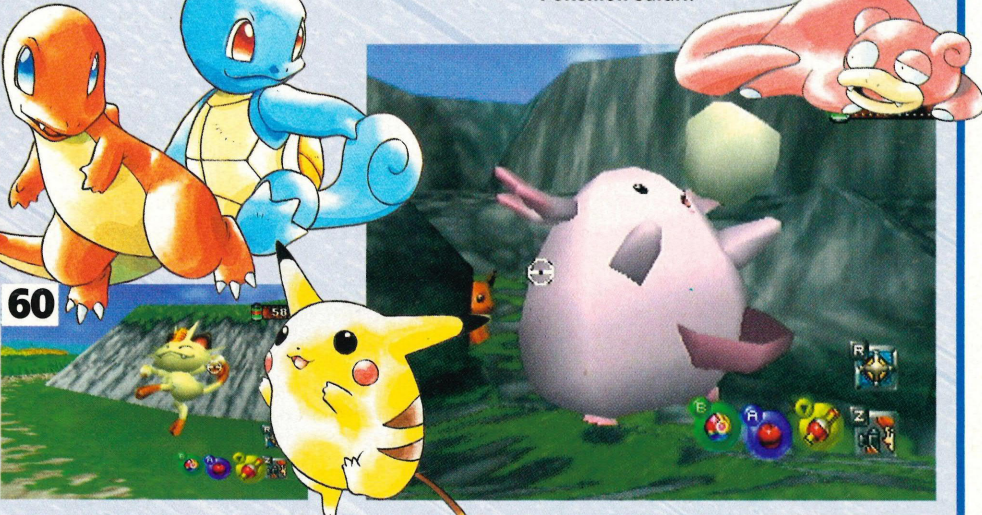


## Spaced Out

What was hot for the N64 at the Space World show in Japan?

## Pokémon Snap

The Pokémon phenomenon keeps getting bigger – now you can go on a Pokémon safari!



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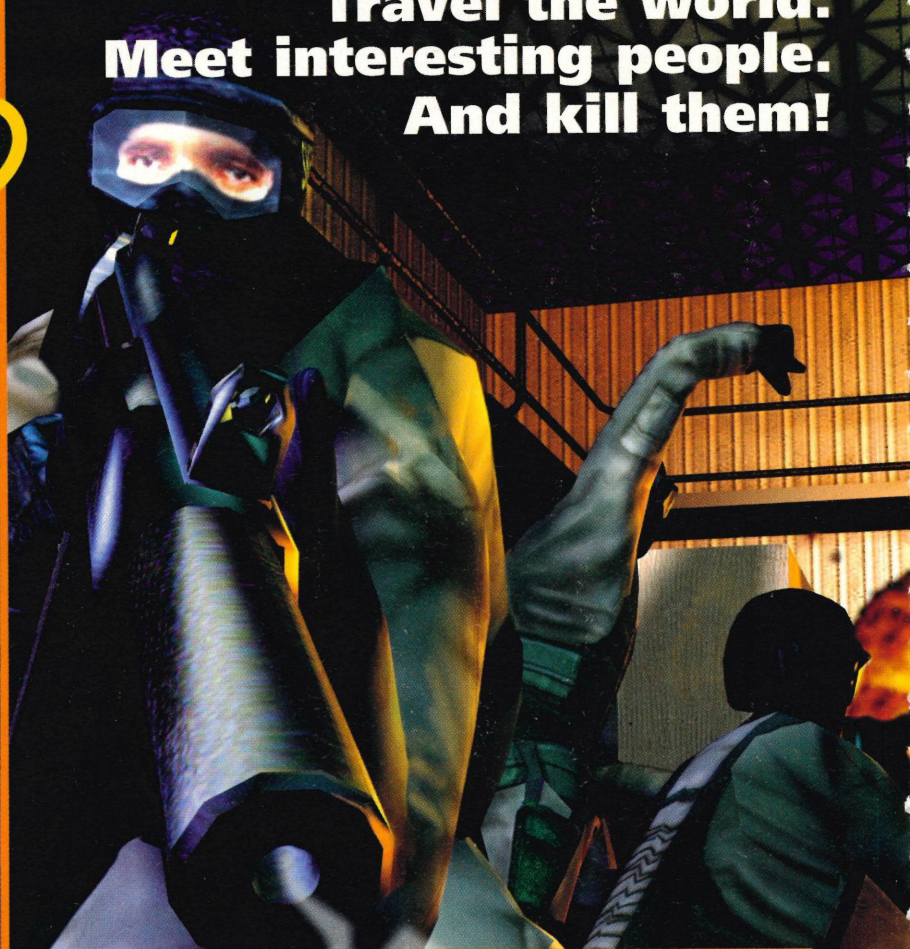
# 64 sight

See the games of  
tomorrow right  
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## Rainbo

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And kill them!



# W Six

**I**n the post Cold War world, new and dangerous enemies are rising from the crumbling remains of the old superpowers. Terrorism is on the rise, with sinister groups springing up to make violent demands on governments. In response, a number of nations have combined their forces to create *Rainbow Six* – the ultimate anti-terrorist unit.

Based on the Tom Clancey novel, *Rainbow Six* is a kind of stealth version of *Goldeneye*. Although it is at heart a first-person shoot-'em-up, if you try any of the tactics you've learned in *Quake II* or even the James Bond classic, your family will quickly be receiving a letter of condolence. The enemies in *Rainbow Six* are smart, and to defeat them you have to be smarter.

## Go! Go! Go!

The first difference between *Rainbow Six* and other first-person action games is that in *Rainbow Six*, you are in control of a team. Although there's a Quickstart mode where you only have control of



▲ Your team on the roof of a San Francisco skyscraper. This level looks uncannily like the first level of *Perfect Dark*...

one person at once, the meat of the game – the Campaign mode – sees you overseeing several heavily armed men.



## RAINBOW SIX

**Publisher:**  
**Developer:**  
**UK Release:**

Red Storm  
Saffire  
November



▲ Night vision can help you to pick out your enemies. In real life it would badly affect your depth perception, but this is a game so it doesn't matter.

## Mission: Possible

If you want to get straight into some anti-terrorist action you can jump straight into a mission with the Quickstart option, but that's basically just an arcade game. For real action, the Campaign game gives you much more. Prior to beginning a mission, you can run through these options to vastly improve your chances of survival...



### Roster

Here, you can see the members of *Rainbow Six*. If you've read Clancey's books, you probably know Chavez.



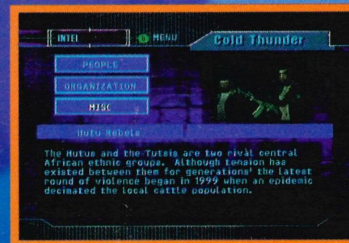
### Briefing

Before setting off on a mission, it helps if you find out what you're doing and where it is you're going.



### Kit

This is where you get to equip your team. The N64 makes sensible selections, but there's room to customise.



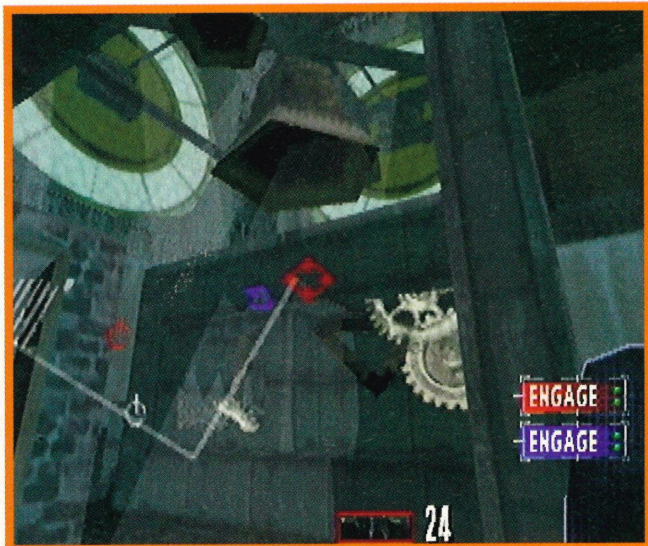
### Intel

The Intel screen doesn't feature men in glittery clean suits, but instead tells you about the players, good and bad.



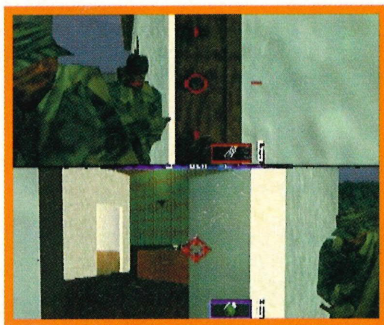
### Team

Once everyone's kitted out, it's time to assign them to teams. Up to four teams can be set in motion at once.

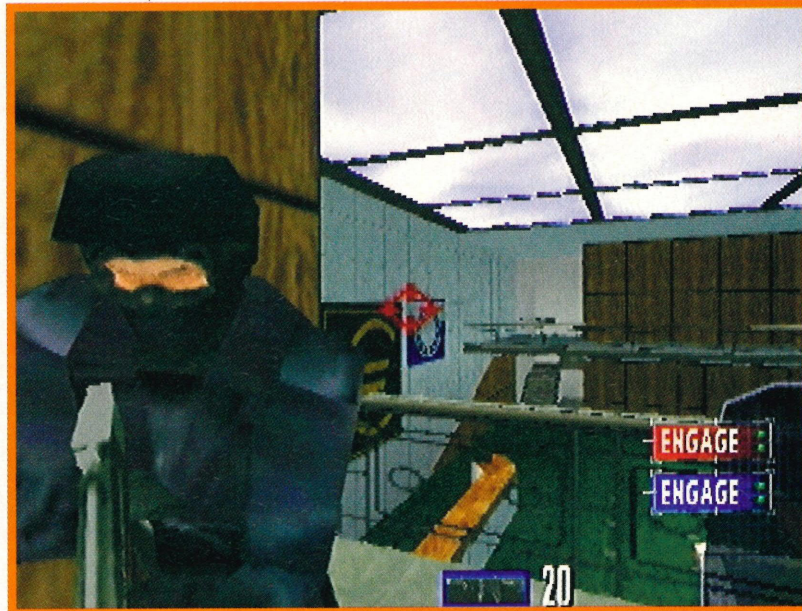


▲ Even James Bond hasn't had an adventure in this place before! Irish terrorists have stormed the Houses of Parliament!

Before you start each mission, you need to work out a plan of attack. A map screen shows the layout of the area where each mission takes place, as well as the position your team starts.



► Two teams wait to storm a house. Player 1 prepares a 'flashbang', a blinding explosive flare that disorients enemies.



▲ Grenades are useful for taking out groups of enemies fast, as long as making a stealthy approach is no longer an issue.

From there, you can set a route for each team – you can have up to four groups taking part in a mission – on their way to meeting the objective. This usually involves killing terrorists and rescuing hostages, but later in the game there are special espionage missions where you have to infiltrate enemy strongholds, obtain something of value, then get out before all hell breaks loose.

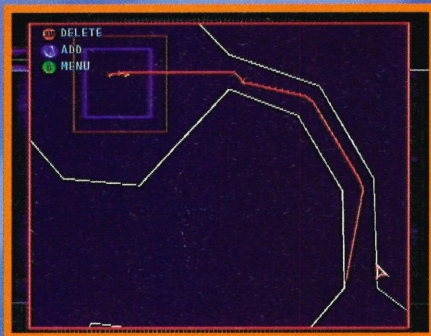
As well as setting a route, you have to decide how each team will proceed. There are times when a stealthy approach is essential, since it's no help to the hostages if their rescuers are

spotted and blown away before they get within 50 yards of the building. However, once the objective is in sight it's time to kick down doors, toss in grenades and fill anybody in a balaclava full of lead as fast as possible.

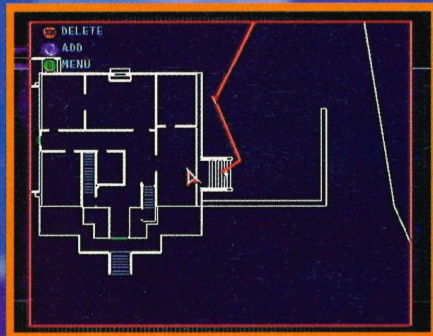
This tactical element adds a lot to *Rainbow Six*. The outcome of each mission is dependent on how well you plan the initial attack. If you send a group through an area where they're out in the open and exposed to enemy fire

## The Man With The Plan

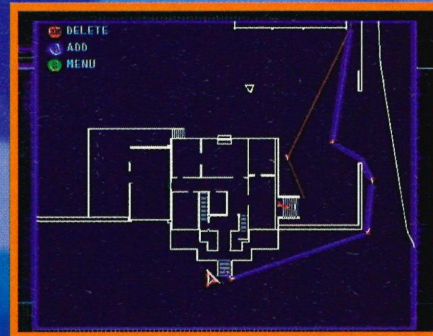
The key to success in *Rainbow Six* is planning. If you just rush in without any particular strategy beyond 'kill all the bad guys', you're not going to live very long! Here, we take a quick look at how the system works for the first mission of the game.



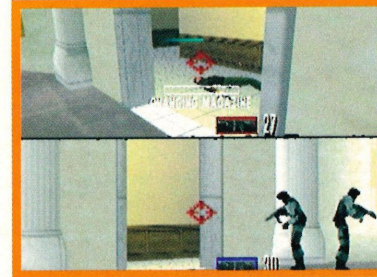
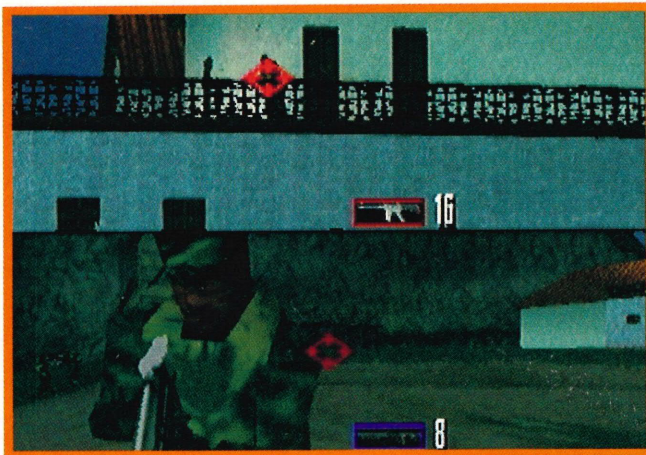
Routes are set by positioning waypoints, creating a route that the team will follow. The map can be zoomed in and out with Z and R, and different levels viewed with L.



Since this mission has two teams, Red and Blue, a two-pronged attack is in order. Red Team will lead the way, clearing out any guards before entering the house through the basement.



Blue Team will go around to the back of the house and enter through the front door. However, circumstances may require you to take control and change the plan at a second's notice...



## Cold Thunder

The first mission in *Rainbow Six* takes place in the Congo, and we're willing to bet the hard-ass opponents have never so much as looked at a carton of Um Bongo in their lives! With the tactics of the mission already set, it's time to take a step-by-step journey into the dangerous life of anti-terrorism specialists...

with no way to take cover, they'll be cut to pieces before they even get chance to fire a shot!

### Silent Kill

The PC game on which the N64 game is based featured a high degree of artificial intelligence, with the computer taking control of the other members of your squad and giving them the freedom to defend themselves as they move along the planned routes. From what we've seen, the N64 version of *Rainbow Six* seems to manage pretty well in this regard.

Your team-mates are smart enough to cover your back as you move – if you look one way as you go around a corner, your buddy will look the other and take out anyone who might be trying to shoot you in the back. Assuming that you



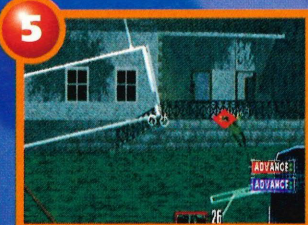
▲ One mission sees *Rainbow Six* breaking into the villa of a South American drug lord. Stay away from the white powder, lads!



Blue Team moves off to check out the tents for enemies. But there's something by the house...



Sniper sights reveal a guard by the house. There's a chance he could spot the other team.



...but a couple of rounds to the head mean the only person he'll be telling anything to is the coroner!



Before he can take in what's going on, the guard's patrolling mate is felled as well.



Red Team moves quietly up the stairs and discovers that there is a female hostage waiting in one of the rooms there.



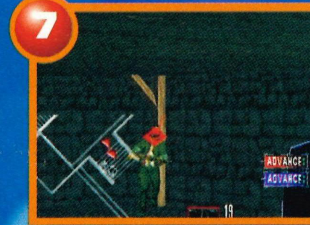
Knowing that the hostage will undoubtedly be guarded, Red Team makes a sudden rush into the room and kills anyone standing.



Both teams cautiously set off for the house. The CPU-controlled team takes the lead.



A closer look reveals two guards. Fast work will be needed to stop the first man from raising the alarm...



While Blue Team goes to the back of the house, Red Team enters the cellar. Dead man walking!



With Blue Team taking care of any remaining terrorists, the hostage is now ready to be escorted out of the building. Success!



▶ **Man down!** If one of your team is shot dead, you get a brief third-person view as he falls, hopefully showing where the shooter is.

### The Importance Of Not Being Seen

When you equip your team, it's important to have the right kind of clothing. Aside from the obvious fact that orange desert camouflage isn't really going to be much help in keeping you hidden in the jungle, you also need to bear in mind what kind of mission you're performing. There are three types of each uniform – light, medium and heavy. The medium type is shown here. Heavier uniforms might give you better protection from enemy fire, but they also restrict your mobility and can make a lot of noise. Choose wisely...



**Black**  
Classic. Can't go wrong.



**Camo**  
Hide in Mother Nature.



**Desert**  
Disappear into the sand.



**HRT**  
Hostage Rescue Team.



**Street**  
Where's your skateboard?



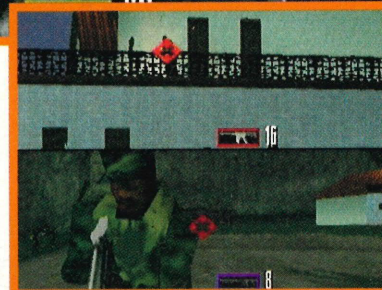
**Tan**  
Eco-terrorists watch out!



**Wood**  
Can't see him for the trees.



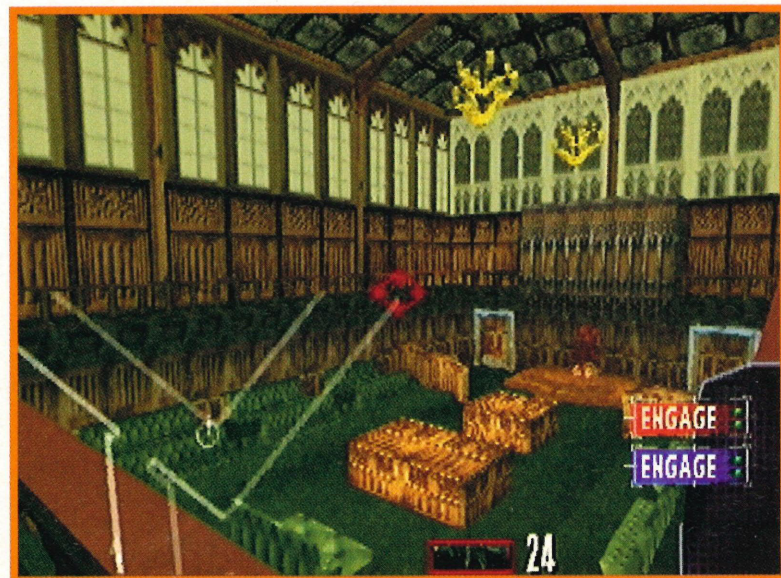
▶ **Two-player games** offer lots of opportunities for collaboration. Player 1 shoots a guard while player 2's team advances on the house.



haven't made a complete hash of your tactical planning and sent them marching blithely into a deathtrap, the computer-controlled team members can also take care of themselves by eliminating any unprepared enemies they encounter along the way.

The bad news is that the enemies are also pretty bright. Though they don't do much more than stand around guarding prisoners or patrol set areas on the Easy or Normal settings, on Hard they react just like real terrorists would. If they hear a noise they'll come to investigate

it with weapons ready, if they see one of their friends suddenly drop to the ground with a head wound the size of a grapefruit they'll move for cover, and if they shoot one member of a team they'll assume he has backup and start searching for anyone else in the vicinity. They're also crack shots, and totally



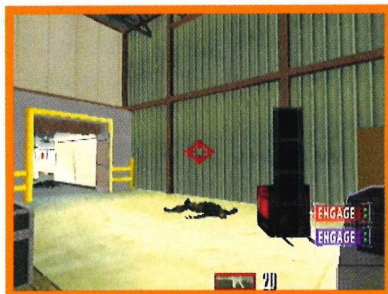
▶ **Welcome to the House of Commons!** Sadly, the only people inside are terrorists and a few hostages – you can't blow away any politicians.



▲ This mission takes place in a theme park. Hostages are being held below – you need to kill their captors before they kill their prisoners.



▲ A guard lies dead inside a green-lit bio-hazard quarantine area. *Rainbow Six* has some subtle lighting effects, though *Quake II* it ain't.



ruthless. Don't underestimate them, or you'll undoubtedly end up dead!

### Hut Hut Hut!

Although the early missions are there just to get you used to *Rainbow Six*'s abilities, by pitting the team against comparatively untrained terrorists, insurgents and drug lords, there is an overall plotline that runs through the game. Without giving too much away, it's enough to say that it's about an international conspiracy involving biological warfare, and that by the end of it *Rainbow Six* is the only thing that can prevent global armageddon.

*Rainbow Six*'s multinational brief means that it can be called into action anywhere in the world, and this gives

the game a wide variety of locations. The action starts in the Congo, where employees of a multinational company have been taken prisoner by local rebels, and from there it moves between places as different as the headquarters of the European Bank, the Brazilian rainforest, the Houses of Parliament and even a theme park!

### Over The Rainbow

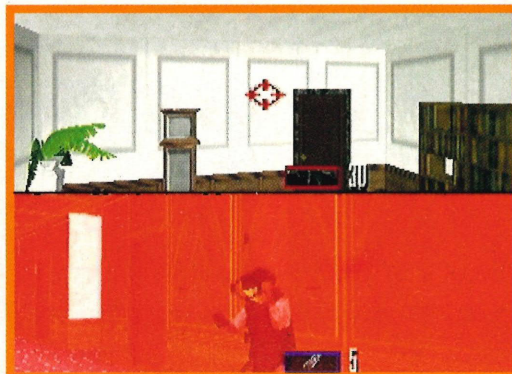
Even this early preview version of *Rainbow Six* shows a lot of promise. The mission tactical planning screens, although not fully implemented yet, still worked well enough to let us send teams of soldiers into buildings and shoot any enemies they came across without any help from the player. The two-player game could also be a lot of fun, as the emphasis on defence, cover and co-operation, as opposed to the simple deathmatch action of most other games, makes it a completely different

gameplay experience. In fact, the whole feel of *Rainbow Six* – which rewards caution, shooting skill and teamwork – is refreshingly different to everything else on the N64.

*Rainbow Six* isn't due to appear over here for a few months yet, the current planned release date being November, but it's already one we want to get hold of. Watch out for more terrorist-shooting information as soon as we get hold of it! ■



▼ Pressing A puts your weapon into sniper mode, zooming in on your target. This guy is already close enough for you not to need it!



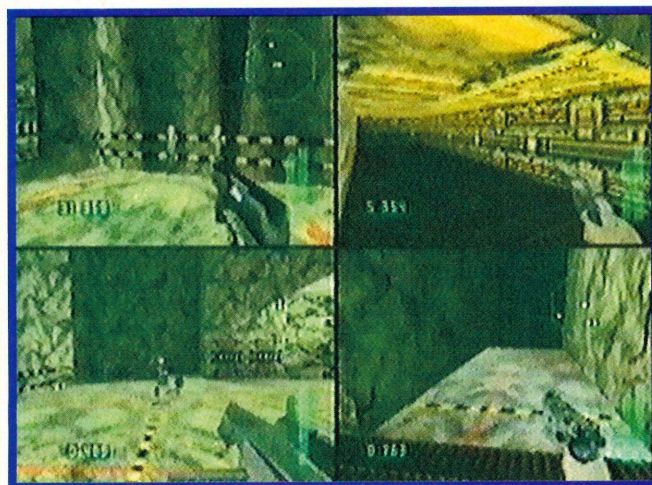
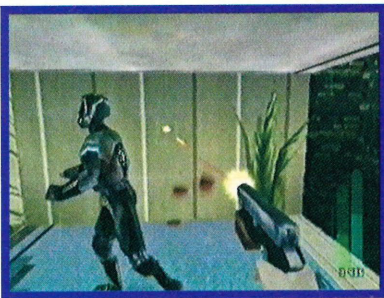
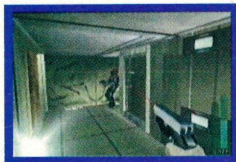
# Perfect Dark



▲ Joanna swings rapidly into action right at the start of the game, rappelling down a cable from a VTOL aircraft overhead.



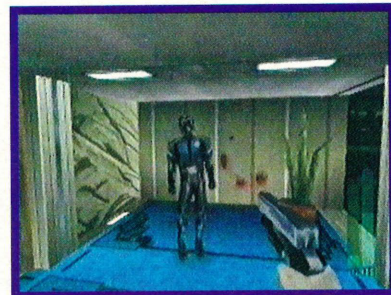
► Run, you Judge Dredd lookalike, run! The bad guys have improved AI over *Goldeneye*, but they're still cannon fodder!



## Give me hope, Joanna!

**T**here was one thing disappointing about the appearance of *Perfect Dark* at the London ECTS show – it was the same version that had been shown at the Los Angeles E3 show four months earlier. Boo! We know that Rare are really into their secrecy in a big way, and that they don't want to give away everything about the game before it even comes out, but come on, guys! You're on your home turf here – give the Brits the first look at something new and cool!

Fortunately, that was the only disappointing thing about *Perfect Dark*. Even though we'd seen the game before in LA, it was an adrenaline-pumping experience to play it again. Nintendo obviously wants its own-brand big game *Donkey Kong 64* to be the monster hit title, but it's the futuristic action



▲ "Ah, it's an easy life working as a nightshift security guard here at EvilCorpDynePlex, Inc. Where's my sarnies- aaargh!"

spectacular that gets us all excited here in the office.

If by some bizarre chance you've been locked in a cryogenic pod for the last year or so and don't know a thing about *Perfect Dark*, it's basically *Goldeneye*<sup>2</sup>. The team that created Nintendo's classic James Bond adventure have tweaked everything tweakable to make an updated game engine that is faster, smoother and bigger, on top of which they have put in all the cool ideas that

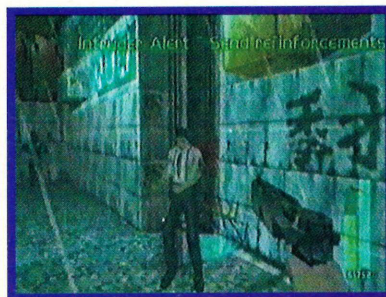
## PERFECT DARK

**Publisher:**

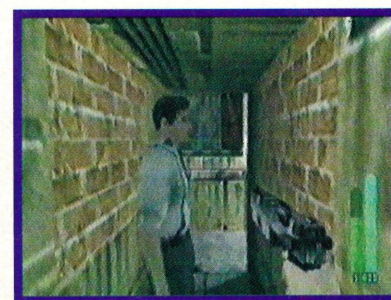
Rare

**UK Release:**

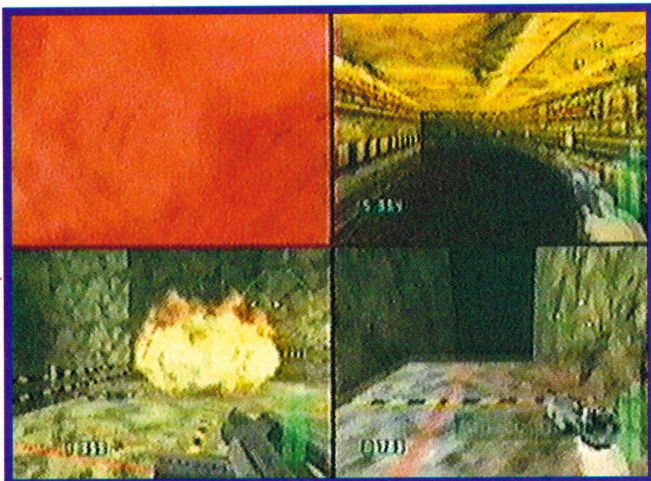
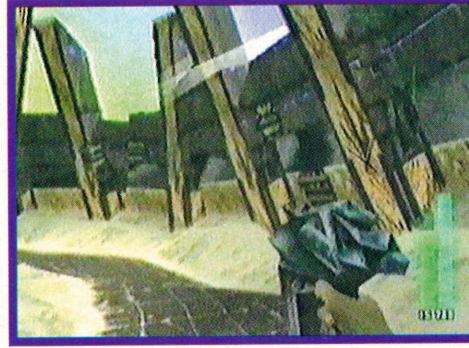
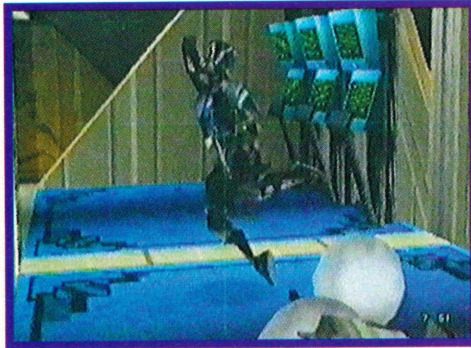
April 2000



▲ A grim outdoor level is soaked with rain and populated by sleazy villains. Joanna's the rain that's going to wash the streets clean!



▲ You can't just kill everyone, as some people are vital to complete missions. You can waste this guy with impunity, though.



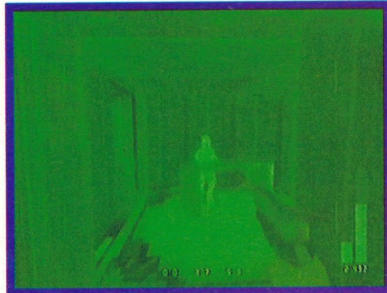
▲ One of the multiplayer levels. Only a few have been revealed so far, but there are at least two updated *Goldeneye* levels.



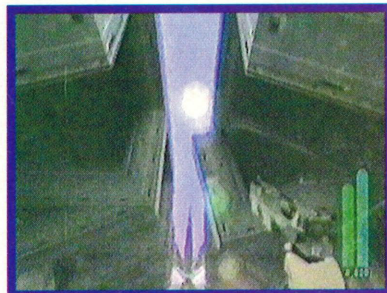
▲ *Perfect Dark* makes a lot more use of the vertical axis than its predecessor. A guard snipes at Joanna from a fire escape.



▲ The version of the game we played used the *Turok* control method as a default, but you can switch back to *Goldeneye*.



▲ Joanna uses her night vision to race through the building while the guards are confused. The lights come back on soon, so watch out!



there are top new features that promise to make *Goldeneye* look prehistoric in comparison. As well as the addition of computer-controlled enemies and the ability to put your own face onto the characters in the game, courtesy of the

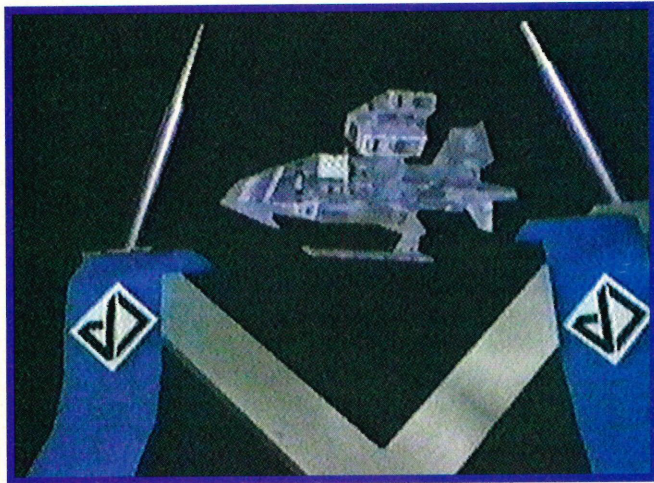
## The Dark Knight

The heroine of *Perfect Dark* is secret agent Joanna Dark. A kind of cross between Winona Ryder and Lara Croft, this highly-trained operative may be a looker, but she's also lethal and takes no crap! Considering that the early stages of the game require her to mow down dozens of innocent security guards with machine gun fire and eliminate anybody who even looks at her funny, you might want to think twice before trying any comedy chat-up routines...



AGENT NAME:

Joanna Dark

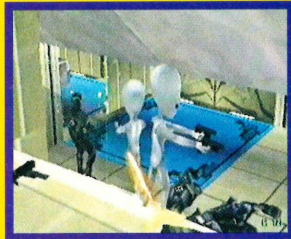


▲ Joanna's dropship. The flags are those of the sinister dataDyne corporation, a massive multinational corporation so evil it makes Microsoft look like [stop that right there – A Lawyer].

## Simulant City

*Perfect Dark*, like *Turok: Rage Wars*, features artificially intelligent 'bots' to fight against, so that even a single player can have a blast in deathmatch games. However, *Perfect Dark* goes one step further. While the arenas may be full of bots attempting to put a few high-velocity rounds into your sinus cavity, you're not alone – you can have a team of 'simulants' (friendly bots who attack enemies on your orders) helping you out.

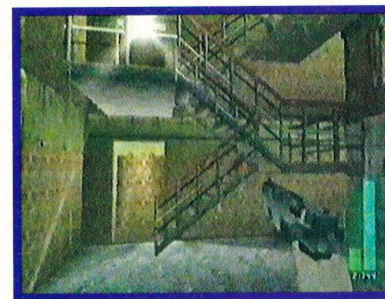
In these shots, Joanna is assisted by a gaggle of Grey aliens, who rush into action with her and wipe out the security guards. Well, short help is better than no help!



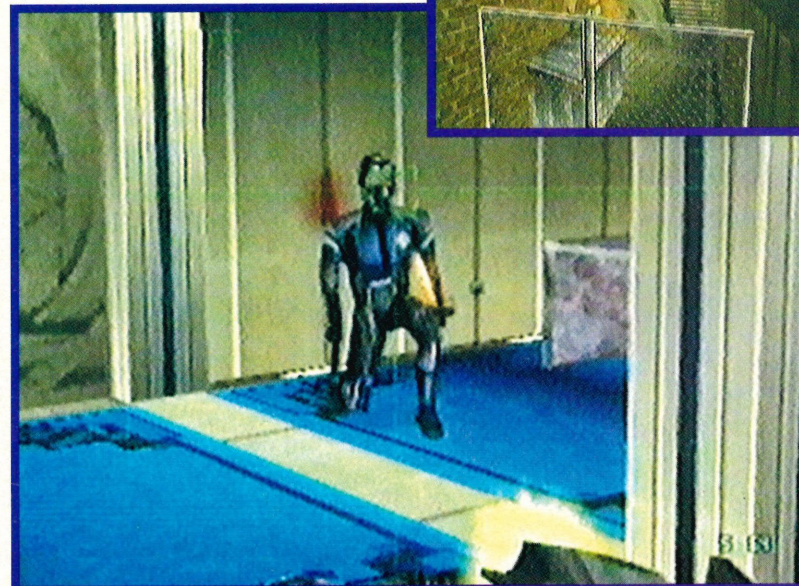
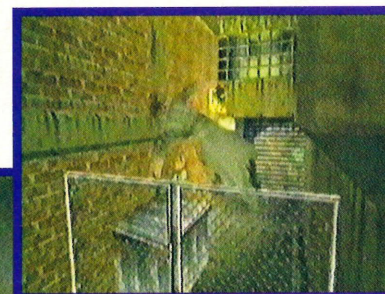
Game Boy Camera (if Nintendo doesn't get the 64GB link-up Pak on sale alongside *Perfect Dark* then their executives are clearly a few yen short of a bonus), there are dozens of new weapons to use. Some of them make *Goldeneye*'s ZMG seem about as dangerous as a potato gun! The standout weapons are the laptop gun – a laptop computer that, wouldn't you know it, turns into a gun – and the heavily *Eraser*-influenced Farsight rifle, which lets you spot opponents through walls with its x-ray sights and then blow them away before they even know



▲ Lighting effects? Shiny metal surfaces? High-velocity submachine guns? You want 'em, *Perfect Dark*'s got 'em!



you've found them! You can also drop off ledges and through holes, which you couldn't do in *Goldeneye* (if you're not careful, you can also fall to your death). Since two of the deathmatch levels are the old *Goldeneye* favourites the Temple

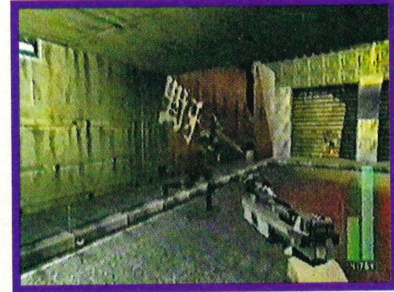


▲ If you complained about the lack of blood in *Goldeneye*, you're in for a treat with *Perfect Dark* – the bad guys positively squirt red stuff when they get shot!

▼ This gunship strafes the building in an attempt to kill Joanna, *Half-Life* style. There's only one way to stop it – some very accurate shooting...



▲ Hot Mr White action! Like the hero and villain of any John Woo movie, Joanna can use two guns at once with perfect accuracy!



▲ Agent Mulder takes out his frustrations once and for all! Using R lets you target enemies with a very cool Terminator-style sight.

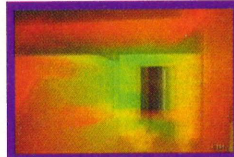
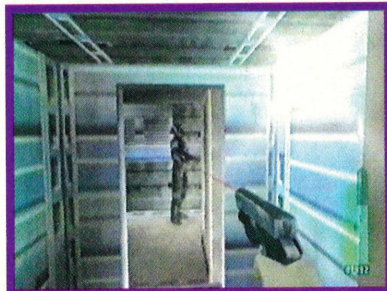


and the Complex, old hands will have to learn some new tricks – you can't just camp out any more!

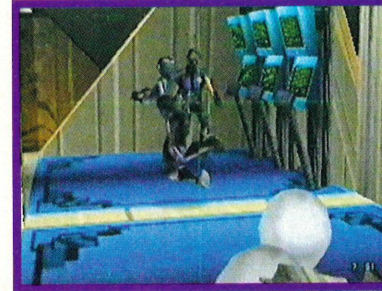
*Perfect Dark* is extremely fast. If you remember *Goldeneye* being affected by occasional slowdown when things blew up or there was a lot going on in deathmatch games, you're in for a treat in the new game as everything runs a lot faster. In the one-player game Joanna canes it around like a whippet with its tail on fire, and in multiplayer games the speed at which you can chase – or be chased – around the level is enough to cause heart palpitations. Obviously, a computer show isn't really the best place to make accurate comparisons,

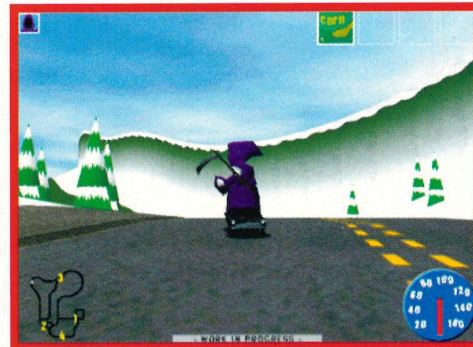
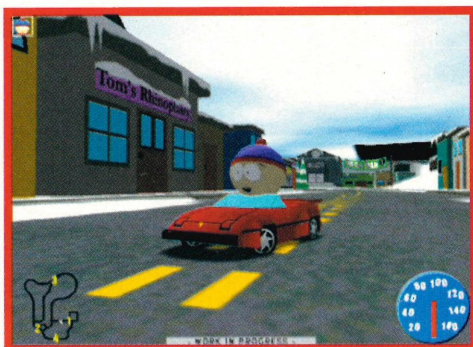
but from what we saw, slowdown has been all but eliminated.

If you haven't got the message by now, *Perfect Dark* is the N64 game that we really, really can't wait to get hold of. The bad news, received just as we went to press, is that *Perfect Dark* now won't even make its Christmas release date – it's been put back until April 2000. Okay, so Rare wants to get it absolutely perfect, but... AAAAAARGHH! ■



▲ A very blurry shot of the fabled Farsight rifle caught in action, looking through walls with its x-ray sniper scope.





# South Park Rally

Is it really wise to let psychotic kids drive cars?



**O**bviously determined to make the most of its *South Park* licence (and, it has to be said, having started off fairly badly with the N64 version of *South Park*), Acclaim has two *South Park* games coming out almost back to back. The first of these looks like being *Chef's Luv Shack*, which you can check out if you turn your

head a bit to the right, but following very closely is the rather nice-looking *South Park Rally*.

Developed originally as a rally game before it was decided to turn it into a *South Park* title, this game has some impressive physics and nice car handling which more or less guarantees that it'll be an altogether better title than Acclaim's first *South Park* offering. Play solo or with up to three friends as a whole range of characters from the cartoon series in a plethora of strange vehicles including, but not limited to, Chef's station wagon and Cartman's memorable police tricycle from the episode where he joined *South Park's* finest.

Tracks in the game involve such auspicious venues as South Park Forest, downtown South Park and Big Gay Al's Big Gay Animal Sanctuary, and all sorts of strange pick-ups and power-



▲ You'd pretty much expect that Satan would drive something along the lines of a hot rod, wouldn't you? He's a boy racer at heart!

ups should make an appearance including Chef's renowned chocolate salty balls and the ultra-weird Mexican Staring Frog.

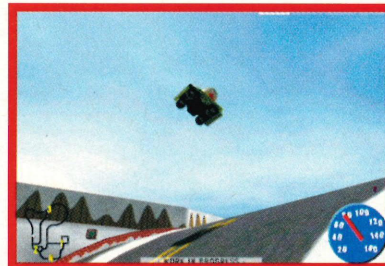
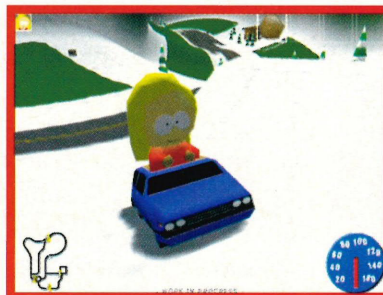
Like its companion game *Chef's Luv Shack*, *South Park Rally* promises a range of all-new voice samples created specially for the game by series creators Matt Stone and Trey Parker. A range of playing modes is promised so you shouldn't be limited to just straightforward racing. We'll have the review soon – kick ass! ■



▲ You will respect my authoritat! Cartman demonstrates that it's not what you've got, it's how you drive it that counts!

## SOUTH PARK RALLY

**Publisher:** Acclaim  
**Developer:** Acclaim Studios Austin  
**UK Release:** December 1999



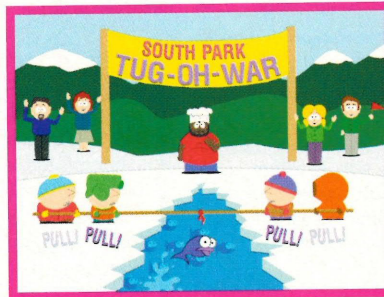
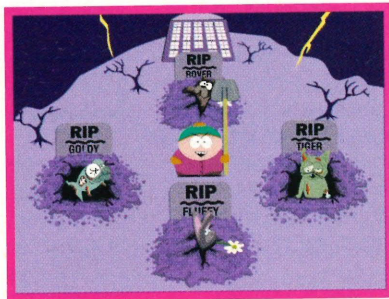
▲ Expect all sorts of *Dukes Of Hazzard*-style action thanks to some undulating landscape – look out below!

# Chef's Luv Shack

Get ready for some hot... er, trivia!

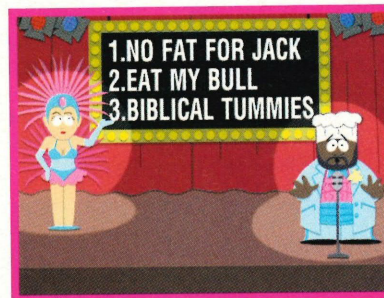


► It's the Chef's Luv Shack dead animals game! This kind of suggests the sort of level you might expect from the finished product.



## CHEF'S LUV SHACK

**Publisher:** Acclaim  
**Developer:** Acclaim Studios Austin  
**UK Release:** November 1999



Following hot on the heels of *Mario Party* and *Rugrats Treasure Hunt* comes another N64 'party' game in the form of Acclaim's latest *South Park* title, *Chef's*

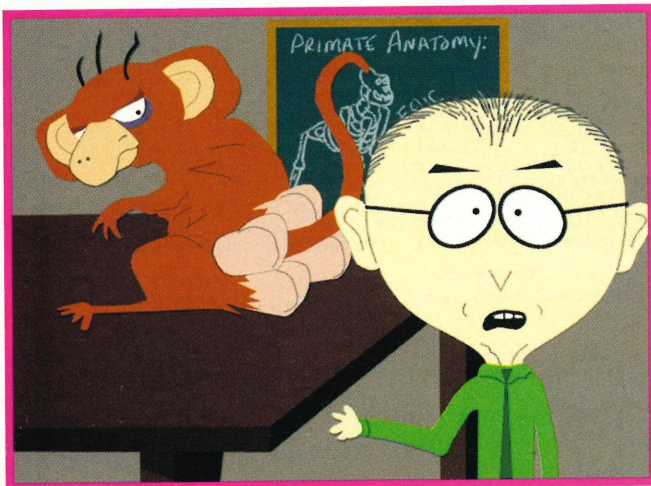
*Luv Shack*. Up to four players can compete against one another, taking on the characters of Stan, Kyle, Cartman and Kenny in a trivia quiz based on the hit show.

Like *Mario Party*, *Chef's Luv Shack* features a multitude of different sub-games, but you can expect the *South Park*-themed games to be a little more risqué than those in the Nintendo hit. Names so far announced include 'Cartman's German Song', 'Beefcake' and the decidedly dodgy 'Spank the Monkey with Mr Mackey'. While we're not sure exactly what the latter game is all about, 'Beefcake' involves Cartman eating as many cans of Weight Gain 4000 as he possibly can as they hurtle down the screen towards him.

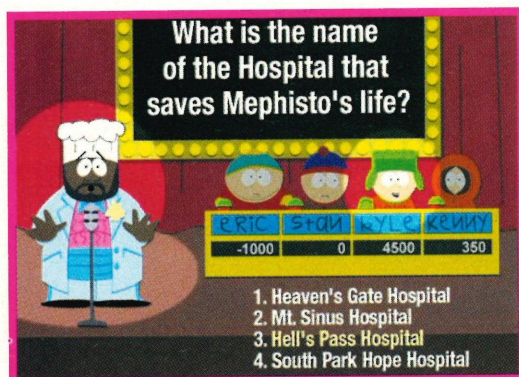
*Chef's Luv Shack* promises all-new audio clips from Matt Stone, Trey Parker and, of course, the ultra-cool Isaac Hayes as the voice of Chef. Gamers should expect there to be something of an adult content to the title and Acclaim is in fact including a warning on the box

to that effect, so it's fair to say that *Chef's Luv Shack* is aimed at a higher age range than the aforementioned *Mario Party* and *Rugrats Treasure Hunt* games.

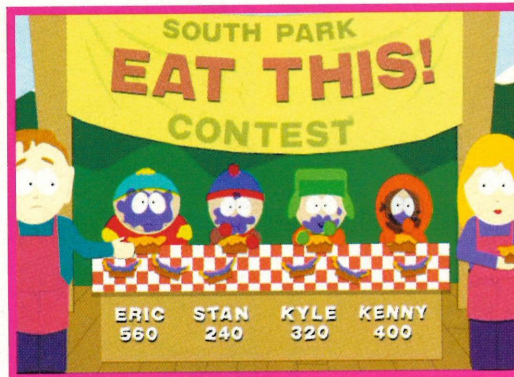
It remains to be seen whether this title will have a wide enough appeal to be a real success, because, as the questions are generally based on the series, it's difficult to see how anyone who doesn't watch the show will be able to play it. That said, it's bound to provide hours of post-pub fun for all the many *South Park* fans that are lurking out there in Nintendo land. ■



▲ It's a monkey with four butts! You don't see one of those every day, do you? Unless you hang around with Mephisto, that is.



▲ Right, now, don't tell me... I know this one... I can remember the episode... it's coming... it's... oh, I said not to tell me!



▲ It's an eating contest and the fat kid's in the lead! Well, that's hardly a surprise, is it?

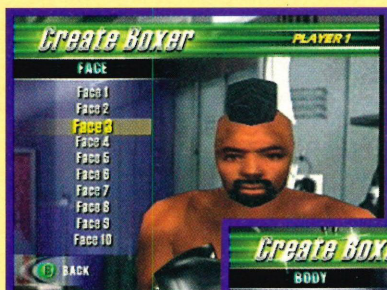


# Knockout Kings

## Seconds out, round one!

### I Pity Da Fool!

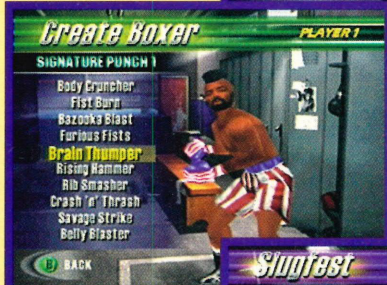
The boxer creation mode is, obviously, one of the more amusing parts of *Knockout Kings 2000*. Inspired by *Rocky III* (or was it *Rocky XVIII*?), we decided to see if we could knock up our very own office version of Mr T for a spot of fisticuffs. Sadly, we were denied the full effect by the lack of an option to weigh custom fighters down with several pounds of gold chains, but we think we got reasonably close...



◀ **1: Face/On**  
First step – pick a suitable mush and barnet.

#### ▶ 2: Eat My Shorts

Next up, a suitably patriotic outfit.



◀ **3: All The Right Moves**  
Sadly there's no 'make tank from lawnmower' combo.

#### ▶ 4: Ready To Rumble

Now to try him out against an opponent!



◀ **5: Bosh!**  
And the former *A-Team* star still has what it takes!

**Y**ou think you could take on Ali? Fancy beating Lennox Lewis without the help of a bunch of totally biased judges? Reckon you could bite off more than Holyfield's ear? *Knockout Kings 2000* gives you the chance to do all of these, and more. Well, maybe you don't get to bite off body parts.

EA Sports' new game is a boxing simulation, which though it has certain arcade-style features to make it easy to play still lets you guide a boxer through an entire pugilistic career, fighting some

 **KNOCKOUT KINGS 2000**

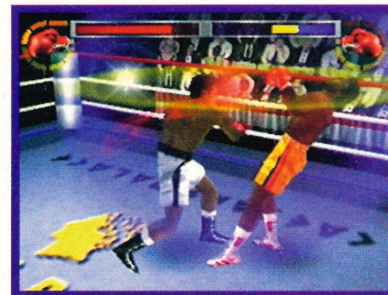
**Publisher:** EA Sports  
**Developer:** Black Ops  
**UK Release:** 12 November

of the world's greatest boxers along the way. You can either choose to play as one of over 25 real-life kings of the ring, or alternatively create your own boxer and see if your own personal oddbod has what it takes to beat the best.

The Career mode always kicks off with your boxer at a fairly low level of power. Each boxer has three characteristics – Power, Speed and Stamina – and these



▲ Alternate camera angles are limited – this 'shoulder cam' is the best, but it's not a patch on the default camera.



▲ Build up your power gauge by getting good hits and you can unleash a massive super-punch that sends your opponent flying!

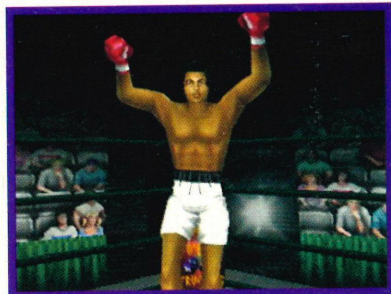


▲ Giving the game a slightly arcade-style feel are the flashes of light whenever a particularly good punch is scored.

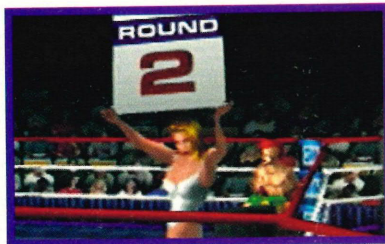
# 2000



► When a boxer wins, he does a little victory jig in his corner. Here, Ali asserts once again that he is the greatest!



▼ Let's get it on! Yes, that is Mills Lane of *Celebrity Deathmatch* fame acting as referee. And we all thought he was a fictional character!



ranking fighters, and hopefully increasing your skill along the way.

If you don't feel like going through the rigmarole of training, you can just jump straight in with the Quick Start (which chooses two boxers at random) or Slugfest (where you get to choose the fighters and the venue) options. *Knockout Kings 2000* has a simple but well-implemented control system – the A and B buttons control the left and right fists, the R button makes punches into more powerful hooks, and the C buttons unleash a series of combos. A few underhanded options like headbutts are available, but don't think you can get away with them every time!

*Knockout Kings 2000* is due to leave the dressing room in early November, and we'll have the full review next issue. Let's get it on! ■



▲ Stitch that! Although it's very much against the rules, it's possible to sneak in a quick headbutt if you're feeling unsporting.

► KNOCKOUT KINGS

64SIGHT

64  
MAGAZINE

## Making A Career Of It

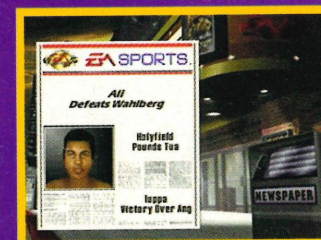
In Career mode, you start at the bottom and have to fight your way to the top.



Two fights in, and Ali is already up to 11 out of 20 in the rankings. The fighters in blue are who he can challenge next.



At the start of each fight, you can view the stats of the boxers. Ali is the greatest!



After a fight, the newspaper reports the results. The more convincing the win, the more excited the headline!

## The Age Of The Train

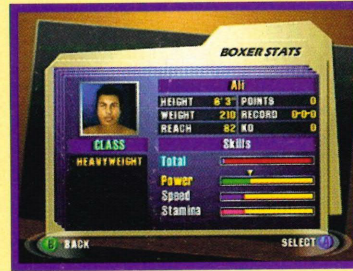
To improve your fighting skill, you have to train. You can choose to practice offence or defence, or choose a quick-train option that provides you with a limited number of training points without having to spar. Every point you earn can be used to boost your Power, Speed or Stamina ratings.



▲ Offensive training is done against the clock – you have to score as many punches as possible in 30 seconds. In defence, you start with 30 points and lose one every time you get hit.



▲ At the end of training, every point that you have earned is converted into a training point. These training points can then be converted and can be spent increasing your skills.



▲ With 20 points in hand, young Mohammed Ali uses most of them to raise his Power rating, and has a handful left over to add to his Speed and Stamina stats.

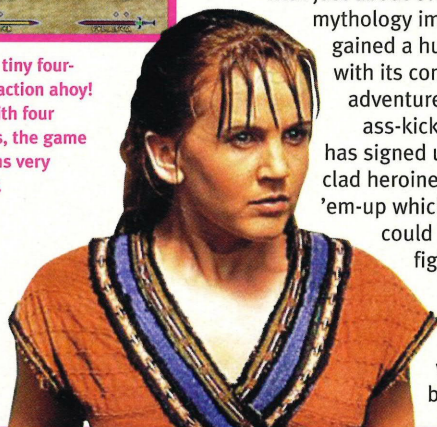


# Xena: Warrior Princess The Talisman Of Fate

The game where the girls are on top!



▲ Very tiny four-player action ahoj! Even with four fighters, the game still runs very quickly.

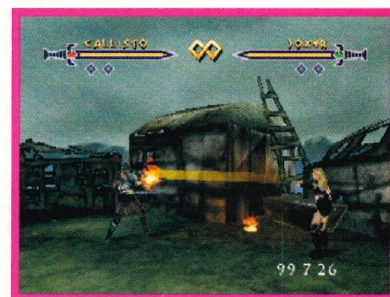


One of the biggest hits on television in recent years has been *Xena: Warrior Princess*, which despite playing fast and loose with just about every ancient mythology imaginable has gained a huge audience with its combination of adventure, humour and ass-kicking. Now, Titus has signed up the leather-clad heroine for a new beat-'em-up which looks like it could be the best fighting game on the N64!

Developed by Saffire, who previously brought N64

gamers the rather decent *Bio Freaks*, *Xena: Warrior Princess* not only features instantly recognisable versions of the characters from the show, but it also lets up to four players fight it out at once! The only other game to allow this so far has been Nintendo's still-unreleased *Smash Brothers*, and that was a comedy battle game that was effectively in 2-D. *Xena*, however, lets you fight in 3-D arenas, and you can even use the surroundings to help you gain the upper hand by jumping onto ledges or doing backflips off the walls.

Many of the show's regular characters are in the game. As well as the obvious choices of Xena and her faithful companion Gabrielle, you can



also whup mythological ass as mad goddess Callisto, king of thieves Autolycus (as played by top cult actor Bruce 'Evil Dead' Campbell), blundering warrior Joxer and even Caesar, as well as five other sword-swingers. All the fighters look just like their on-screen counterparts, and they have a range of different costumes for when more than one player is using a particular character.

We played the game at the London ECTS show, and had to admit to being impressed. Even though the game isn't finished it's already very fast and smooth, with easy-to-use controls. The special powers for each character were useable, including Xena's trademark



▲ Dahak? Sounds like the noise you make when you're coughing!

**XENA: WARRIOR PRINCESS**

**Publisher:**  
**Developer:**  
**UK Release:**

Titus  
Saffire  
December

▼ Lao Ma attempts to make up for the absence of Chun-Li on the N64 by hacking Ares to bits with her fan attack!



▼ Xena has some of the best reproductions of real people in a game to date.



▲ It's Xena and Xena against the unlucky Hope, who probably won't have much. But then, she is a major villain...



chakram (the deadly frisbee-type thing). With four players at once, the game becomes thoroughly manic – all the impossibly huge leaps, spins and generally gravity-defying actions seen on TV are in the game as well, so the screen turns into an orgy of mid-air combat!

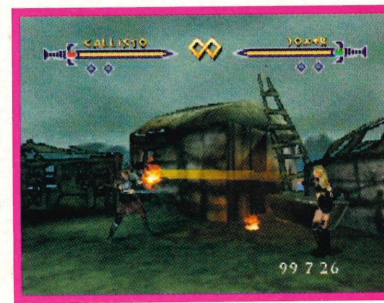
There's also a one-player quest to play through. All the characters are searching for the fabled Talisman of

Fate, and the road to gaining this fabulous prize is paved with the broken bones of all the other characters in the game. Sure, it might mean that Xena will have trample over everybody, even her closest friend, in order to get it, but that's Ancient Greece for you!

*Xena: Warrior Princess* has come along a huge amount in the few months between the American E3 show and its latest version, and it could easily turn out to be the fighting game that all N64 owners have been waiting for ever since the machine was launched. We'll have the review in a couple of issues' time! ■



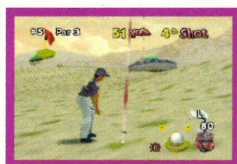
▲ Gabrielle takes over from The Man With The Stick – the only thing on the end of her stick is extreme pain!





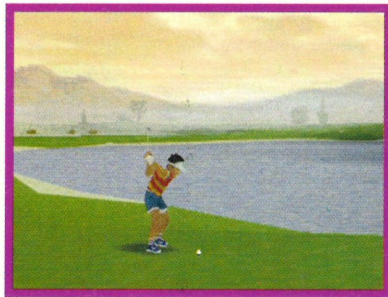
# Cyber Tiger

## Tiger Woods, the bionic golfer!



▲ Not sure what that is over there in this rather barren desert course. Looks like a crashed flying saucer... surely not!

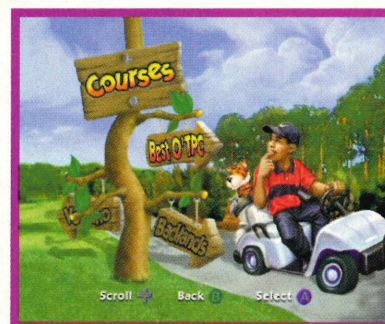
**G**olf is no longer a sport for old men in odd trousers! Thanks to the lively antics of the sport's newest superstar, Tiger Woods, there's a renewed interest in hitting balls with sticks among people who don't wear Pringle sweaters.



► The green is just barely visible in the distance as our junior golfer gets ready to send the ball across the lake.

*Cyber Tiger* is the new golf game from EA Sports, which features a super-deformed version of the Woodster himself. While it promises to have realistic elements, in that when you hit the ball it behaves like it would in real life, the whole golfing experience isn't taken all that seriously. As well as a selection of real courses, there are also some mad challenge courses that make the strange fairways in *Mario Golf* look like the putting green at the local park!

The whole feel of *Cyber Tiger* is definitely cartoony. The balls sprout wings in flight (and occasionally explode), crocodiles prowl the waterways of the courses and you can obtain power-ups for the balls and your clubs to make things a lot more



exciting than the average long walk. The control system is designed to be as easy to use as possible, with the analogue stick replacing the more normal timed button-push system found in *Mario Golf*.

You can of course play as Tiger Woods, but if you want, you can play against the big man by creating your own golfer and using the game's Career mode to build up your skill and power-ups over the course of several games. Obviously, if you're playing against Tiger Woods you're in for a challenge – it is his game, after all!

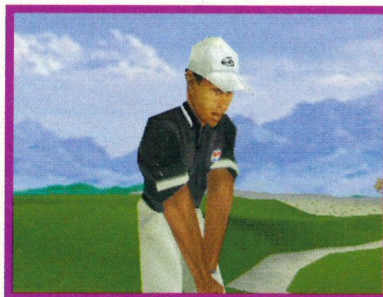
*Cyber Tiger* is due out on December 10. We'll be meeting it at the 19th hole! ■



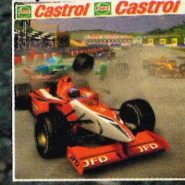
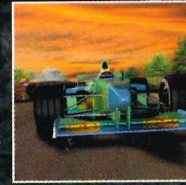
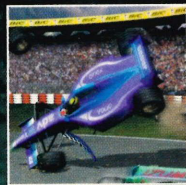
▲ Judging from the headgear of the ball in the bottom-right corner, we'd hazard a guess that this course is meant to be in Scotland.

**CYBER TIGER**  
**Publisher:** EA Sports  
**UK Release:** December 10

▼ Here he is, the man himself, Mr Tiger Woods! The golfing superstar is represented by a cartoony alter ego during the course of the game.



# burn rubber.



## start your engines.

**Total N64**  
**89%**



**64 Magazine**  
**87%**

**RACE STARTS SEPTEMBER '99**



# Earthworm Jim 3-D

He's a new type of 3-D hero!



▲ Jim encounters a Hoover that's not exactly user-friendly. He's not the first guy in the world to have a phobia about cleaning!

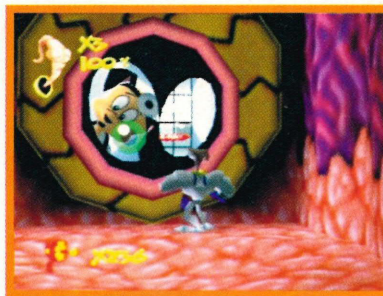
**E**arthworm Jim has appeared in numerous videogames over a range of formats and is now so popular he's got his own (hilarious) cartoon! For his N64 debut though, something's there's a new angle because this is the first *Earthworm Jim* game in full 3-D!

Apparently Jim's in trouble. After a rather nasty blow to the noggin he's managed to scramble his brains and as a result he's trapped within his own unconscious mind! The only hope Jim has if he wants to ever wake up is if to repair his cerebral cortex and this is going to involve a nightmare trip through the various areas of his psyche all of which are filled with distorted versions of

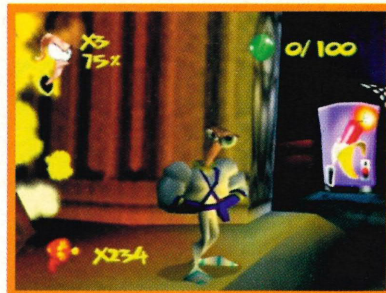
**EARTHWORM JIM 3-D**

**Publisher:** Virgin Interactive  
**Developer:** Interplay/Vis  
**UK Release:** September 1999

▼ This is the hub level where Jim can take a peek at the outside world. He can't wake up till he fixes his brain, though.



▲ Jim encounters the mother of all piranha fish! There are some scary-assed monsters in this game.



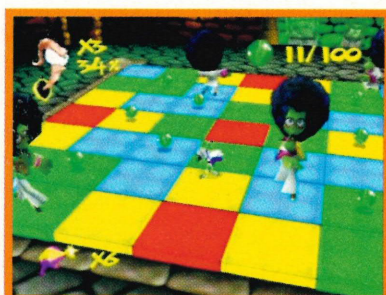
▲ Oi! What are you looking at? Never seen a worm in a robotic suit before? Want to make something of it?

his phobias, memories and fantasies. *Earthworm Jim 3-D* comprises four huge worlds. 'Happiness' is where Jim must face demented versions of his favourite snacks, 'Childhood' contains distorted parodies of Jim's hopes and dreams as a young worm, 'Fear' plays on Jim's phobias developed from watching far too many scary films – so expect lots of horror movie clichés – while 'Aggression' faces Jim with all manner of crazy animals engaged in constant warfare!

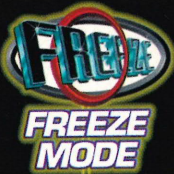
As far as the characters Jim encounters go, fans of the cartoon will already be familiar with many of them such as Pscrow, Evil the Cat and Professor Monkey-For-A-Head. There are however also a whole load of new bad guys like Fatty Roswell, the Disco Zombies and the

Bovine Special Elite (BSE-crazed machine gun-wielding cows).

*Earthworm Jim 3-D* has strong arcade elements and there's also a considerable emphasis on puzzles and bizarre sub-games... anyone for pig surfing? If what we saw at ECTS was anything to go by, Virgin have got a hit on their hands – considering how long the game's been in development (we first covered it in issue 3!) we'd expect nothing less! ■



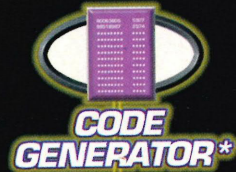
▲ It's the Disco Zombies! To get the door in this room to open you need to knock off all the dancing dead guys' heads.



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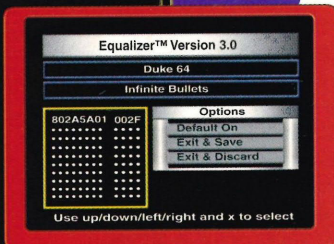
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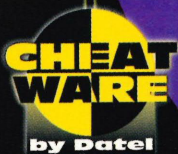
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# Turok: Rage Wars

## Ready for furious fighting?



▲ All the characters from *Turok 2* are present in the game along with some new ones. Remember Adon, the 'token bird'?

In what sounds suspiciously like a rip-off of the plot behind *Mortal Kombat*, famed dinosaur-hunter Turok is thrown into a tournament where he must fight to the death against a variety of malevolent creatures who are all vying for control of the Lost Land. Essentially *Turok: Rage Wars* is the N64 equivalent of *Quake 3* in that instead of mission-based one-player levels and a separate multiplayer section, the single-player game instead consists of non-stop deathmatch combat! A total of 36

### TUROK: RAGE WARS

**Publisher:** Acclaim  
**Developer:** Acclaim Studios Austin  
**UK Release:** October 1999



▲ Here we see two players facing off against a bot character. Co-operative mode is one of the new features on offer.



▲ Quite why anyone would possibly want to use a hammer when there are perfectly good projectile weapons available is beyond us!

multiplayer maps are promised which should keep deathmatch carnage fans happy for a while, and 16 different weapons are on offer with which to waste the other combatants.

New features in the game are numerous, most notably the inclusion of some extremely intelligent 'bots' with AI that makes them behave just like real human players (so they camp in a corner and spend the whole game sniping, then?) Other features include an all-new training mode and a secondary-fire

▼ This spiny fellow on the top screen is one of the new enemies. He's about to come to a sticky end if he doesn't move, though!



function for each weapon which increases the effectiveness of them considerably.

*Turok: Rage Wars* offers six different game modes and four different game styles such as Bloodlust and Capture the Flag. The version running at the show was fast and furious (although a bit jerky at times) but whether or not a game which is essentially aimed at the multiplayer market will succeed is an interesting question. The advantage it does have is that as all the multiplayer games can be played with bots you don't actually need to have any friends to play against, so this is obviously a must for all introverted N64 owners out there. ■



▲ The boomerang is a new weapon since *Turok 2*; either that or one of the old ones has been renamed.



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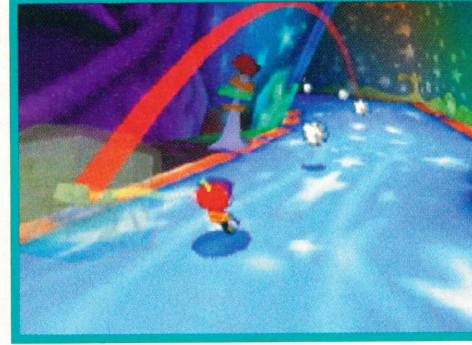


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# Rocket: Robot On Wheels

But he's only got one wheel!



The surprise N64 hit of this year's ECTS show was indisputably *Rocket: Robot On Wheels* from Ubi Soft. Although we previewed the game last issue, at the time we hadn't actually played it, but when we did... wow!

If you read the 64sight on *Rocket* last issue then you might remember that we mentioned a realistic physics engine. To be honest, many times in the past games have claimed to have 'realistic physics' and then appeared

and... well, let's just say that they haven't always lived up to advance claims. *Rocket*, however, looks set to deliver everything it promises!

The central character of the game – a robot called Rocket – has a kind of tractor beam which he can use to pick up objects. When he's carrying them their inertia affects him too, as it



► This large translucent dome is a recharge point where you can regain lost energy. Simply hop into the socket in the centre.



▼ The spanner-shaped icons are 'Tinker Tickets'. Each time you collect enough of these your character gains a new special ability.



## ROCKET ROBOT ON WHEELS

**Publisher:**  
**Developer:**  
**UK Release:**

Ubi Soft  
Sucker Punch  
December

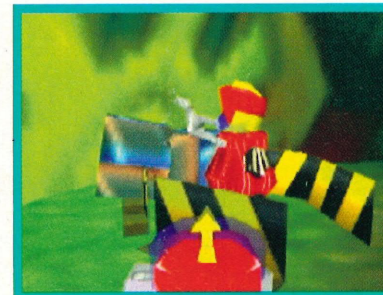


▲ Your character isn't the only one who can use a tractor beam on objects – here we've just been thrown by an enemy robot.



would if you picked up a heavy object in real life. With this tractor beam you can pile blocks up and in this way reach higher platforms. Most games that involve moving things fix objects' positions so that when you put a box somewhere the game locks its location and there it stays. In *Rocket* though, the objects behave like 'real' things. Push 'em, pull 'em, knock them over – you'll feel like you're actually in the game! Okay, so all this physics might not sound very exciting on paper, but when you're playing... it's something else!

Add to this the plethora of puzzles in the game, from colouring yourself and other things to velcroing sheep onto walls to form steps, and you've got the makings of a superb title! Check out the next issue where we'll have played *Rocket* to death... it's gonna be big! ■



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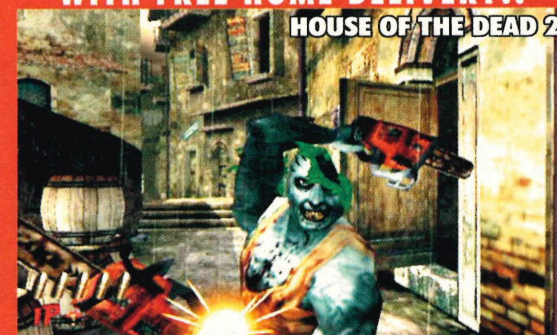
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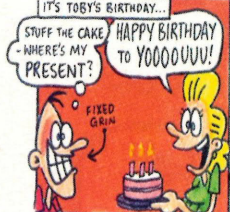
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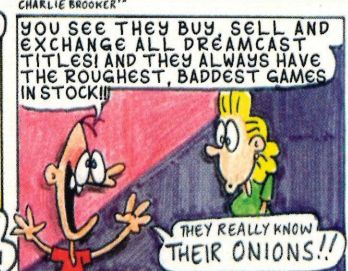
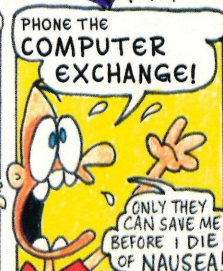
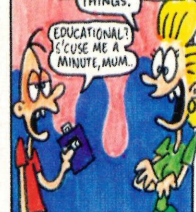
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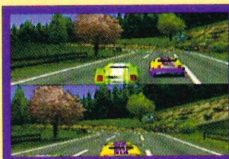
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# ECTS Roundup

## What else was at the show?

**T**his year's ECTS videogame trade show was held at London Olympia in September. As is becoming increasingly common, there were not many new products because most companies had already shown their latest titles at E3 in Los Angeles. Having said that, there was a handful of N64 titles that were being seen for the first time at ECTS. Some of them, like *South Park Rally* and *Turok: Rage Wars*, have been covered in the preceding pages, so we'll give our impressions of the rest of them here!

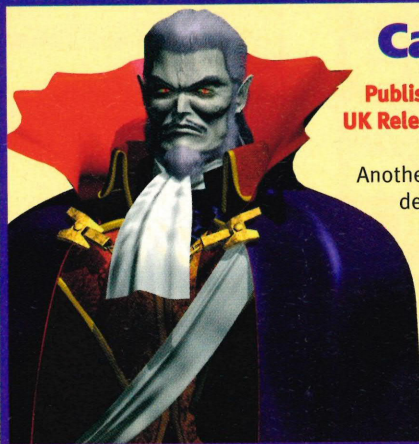
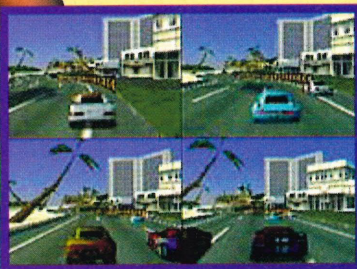


### Ridge Racer 64

**Publisher:** Nintendo  
**UK Release:** 19 November



Although it's apparently dropped the 'Revolver' part of its name, *Ridge Racer* was playable for the first time ever at ECTS. The show version was a cut-down demo with only one track and just two players, but it was still very playable. It's very much a fun racer rather than a simulation, but the handling of the cars is just like you'd find in the arcades or on the PlayStation. Visually it's nice and clean, looking like... well, *Ridge Racer*, and everything moved at a decent rate of knots. There are a lot of racing games on the N64, but *Ridge Racer* looks like it could be a leader of the pack.



### Castlevania 2

**Publisher:** Konami  
**UK Release:** February 2000

Another game that was only appearing in demo form, *Castlevania 2* currently offered a pair of platform levels and three bosses to fight. It looks much the same as *Castlevania*, which you'd expect because it's a prequel of sorts. If you liked *Castlevania* this should provide equal enjoyment – let's hope Konami has improved the camera!

### Taz Express

**Publisher:** Infogrames  
**UK Release:** 2000

Playable for the first time (despite having its name spelt completely incorrectly on the Nintendo stand), *Taz Express* turned out to be fast, with some excellent character animation. Infogrames hasn't set a firm release date yet, but it won't be until next year.



### Harvest Moon 64

**Publisher:** Crave  
**UK Release:** Early 2000

This game was first shown at E3, but only in Japanese. ECTS was the first time the English translation had appeared, and it could be the oddest game scenario on the N64! It's a cross between an RPG (there are over 50 characters in the game) and *Sim City*, where you have to build and manage a farm. If ploughing the field and scattering palls, there are also several racing games to try, and even a photography option!



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# Spaced Out



## What's big in Japan this year?

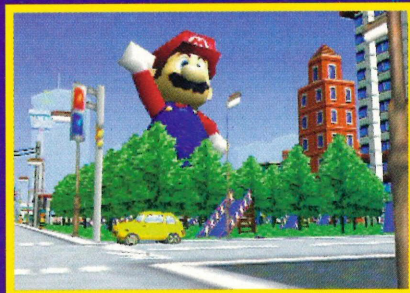
**T**he first Nintendo show for two years, Space World '99, didn't have too many surprises on the game front, but the 64DD finally made an appearance in working form along with a number of new titles. Most of the interest was in the cartridge games, though, since the 64DD will never be released outside Japan.



## Sim City 64

A game that was first shown at Space World '97, *Sim City 64* is a DD-only title that allows you to import characters created in *Talent*

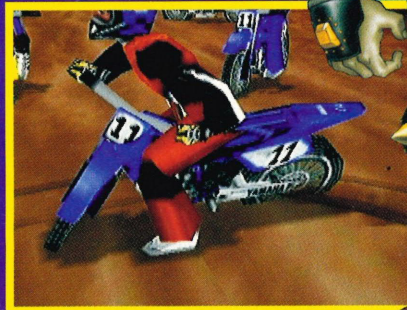
*Maker* and let them live in your city! Although it plays like *Sim City* always has, you can now take the camera right down into the streets you've built and see the people.



## Excitebike 64

With a number of other dirtbike racers planned by other companies, Nintendo's offering needs to be better. Fortunately, it looks like it will be, with the same superbly responsive control as found in Nintendo's other sporting simulations.

Superb graphics – it's not all mud! – and a 1080°-style stunt system, coupled with a track designer, should make this the definitive two-wheeled title.



## Mario Party 2

When you've got a hit, the obvious thing to do is get a sequel out as soon as possible! *Mario Party 2* is already in the proverbial 'works', and it's due out next year. With 64 all-new games to play, as well as new boards (including this Western-themed one) it should be just as popular as its predecessor.

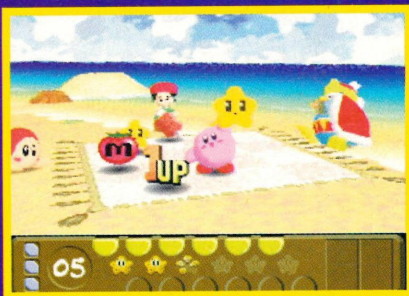


## Zelda Gaiden

Taking *Zelda* to the next level, *Gaiden* throws Link into a parallel dimension after Epona is kidnapped – a parallel dimension that looks better than the original! This will be the second game after *Donkey Kong 64* that requires the Expansion Pak to run, and it's used to create huge

landscapes, more characters and enemies and a higher framerate. *Zelda Gaiden* is tentatively planned for a summer 2000 release in the UK.





## Kirby 64

After disappearing from view for over two years, the N64's first Kirby game appeared at Space World. No longer a racing game, *Kirby 64* is actually a platform adventure in a similar style to *Goemon 2*. All Kirby's strange swallowing abilities are still intact, and the game is due out next March.

## Mini Racers

First shown at E3, *Mini Racers* put in another appearance at Space World. A kind of cross between *Micro Machines* and *Super Sprint*, it's a promising radio-controlled racer sim being developed by the team that



converted *Command & Conquer* to the N64, Looking Glass.

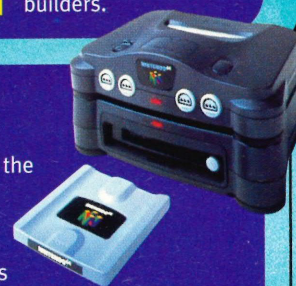
## Custom Robo



It's *Pokémon* with robots! The aim of the game is to create and build up your robot by taking on other robots in combat, which is played out in real-time. There are also RPG elements, as you explore the world and meet other robot builders.

## 64DD

Nintendo announced at Space World that the long-delayed 64DD would be able to act as a modem for Nintendo's own online service, Randnet (another Japan-only product, unfortunately). The service offers members special online gaming arenas and special offers, but is it too little, too late?

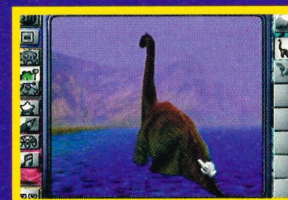


## 64DD Games

*Ura-Zelda* – the 64DD update of *Ocarina Of Time*.



**Talent Studio** – stick your face on weird digital characters and make them dance.



**Paint Studio** – a kind of 64DD *Photoshop* which comes with Game Boy Camera connections.

**Game Maker** – a construction kit. It's not clear at the moment how much freedom it will allow potential Miyamotos.

**Video Jockey Maker** – be a mixmaster VJ, probably.

**F-Zero X Expansion Set** – features new cars and a track editor, among other extras.

**Sim City 64** – covered in more detail elsewhere on this page.

**Wall Street** – a stock market simulation!

**DT** – a *Pokémon*-style trading game that interestingly uses Game Boys like the Dreamcast's VMS, allowing players to enter their commands in secret.

**Pro Golf Tour 64** – golf, obviously!

**Doshin The Giant** – a curious real-time title that could best be described as a cuddly version of the PC game *Black & White*. Sort of. ■

## Super Mario RPG 2

Also called *Super Mario Adventure*, this odd

combination of flat characters (literally – when they turn you can see they're paper-thin!) and polygon backgrounds brings Mario back to the N64. It's an RPG clearly aimed at younger players, but with enough fighting to attract everyone!



## Mother 3

Yet another long, long, loooooong delayed title, *Mother 3* (aka *Earthbound*) is the nearest the N64 has come to a traditional RPG. It's certainly strange, though – the bad guys are pigs, and Flint, the main character, has a flying vehicle called the Pork Bean! A cart version is possible in 2000.



## EDITORIAL

Not a good month for hardcore Nintendo fans. The two most anticipated games on the system – *Donkey Kong 64* and *Perfect Dark* – have both suffered unwelcome setbacks of one sort or another. As you'll see to the right, *Perfect Dark* has been delayed by four months, while *DK64*, Nintendo's big Christmas game, has been landed with a high price and a packaging deal that actually penalises the most committed N64 fans.

The *Donkey Kong* decision is especially unwelcome, since it wasn't too long ago that Nintendo had been suggesting that it would absorb the cost of the Expansion Pak into the price of the game. Now, not only will *DK64* be the most expensive N64 game for ages, but gamers who've already spent £30 on an Expansion Pak this year – and judging from your letters, that's quite a sizeable percentage of you – will now be stuck with an extra, completely worthless Pak.

If only in the interests of good publicity, Nintendo should reconsider its refusal to allow any kind of trade-in for players who already own Expansion Paks. If they don't, consumer watchdogs will jump all over them this Christmas. Console companies are already favourite targets because of the perceived 'excessive' prices of games, and *Donkey Kong 64* will just give them extra ammunition.

Nintendo might try to bluster its way out of the situation by saying that the Expansion Pak's release was basically forced upon them by third-party games like *Turok 2*, but they can't use this argument when their own titles like *Rogue Squadron* and *Star Wars Racer* use it as well! Come on, Nintendo – this is your chance to put customer satisfaction ahead of profiteering. Either lower the price of *Donkey Kong 64* or let gamers trade in their current Expansion Paks. You know it makes sense.

On another matter entirely, 64 MAGAZINE and 64 Solutions now have a new sister publication! Well, not exactly new, since it's been around for a while, but Paragon Publishing (that's us) recently bought the UK arm of IDG Media, meaning that the likes of *PC Home*, *PlayStation Pro* and *Planet PlayStation* – and most importantly for you, *N64 Pro* – are now part of the ever-growing Paragon family! If you'll excuse the corporate gloating, a third of all the Nintendo magazines sold in Britain are produced in our sun-baked Bournemouth offices – not bad, eh? We've now got something for absolutely everyone, so stick with us and watch the best get better!

Andy McDermott, Editor

# the 64 showcase

news  
peripherals  
rumours • hot  
items of interest

## MORE MONKEY BUSINESS

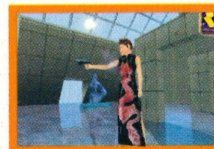
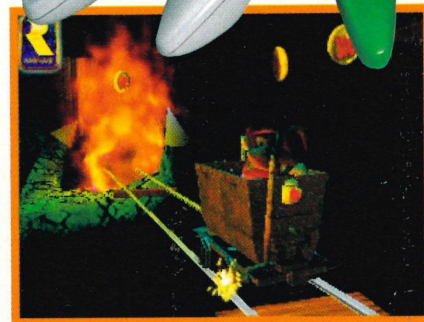
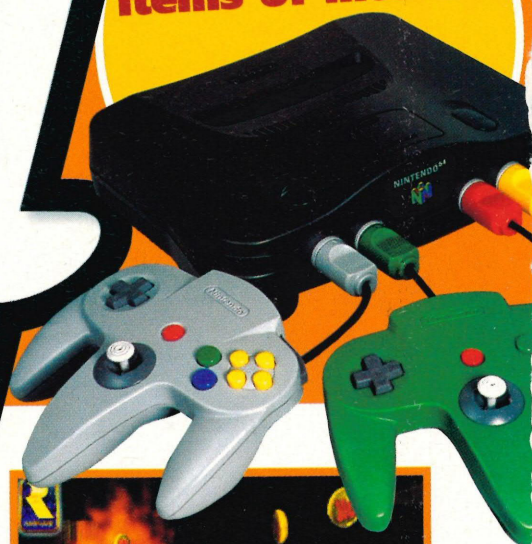
Kong costs, Dark delayed

More bad news for those of you who were waiting for the two biggest N64 games of the year! First of all, *Donkey Kong 64*. While it hasn't been delayed further (it's still due to go on sale on December 3) it will cost you a whopping £59.99. To the fury of the retail trade, and in a move that won't win Nintendo any fans among those who have already bought an Expansion Pak, the game will only be available with an Expansion Pak included. There will be no game-only or trade-in options to reduce the price, so if you already own an Expansion Pak, you have no choice but to buy another if you want *Donkey Kong 64*.

The bad news continues with *Perfect Dark*. Last issue we reported that the game had been scheduled for a Christmas Eve launch – not the most sensible time. Well, that problem has

been solved, but not in a way that will please many people (except maybe at Sony and Sega). *Perfect Dark* has now been put back until April 2000. Rare has stated that the delay is to make sure the game is absolutely as good as it can possibly be, and considering their track record we trust them to be as good as their word, but the delay is still a huge disappointment.

That said, this Christmas will see the N64's strongest line up ever in terms of the sheer number of games available, so it's not all bad news. With games like *Turok: Rage Wars*, *Jet Force Gemini* (delayed two weeks to November 12), *Worms Armageddon* and *Smash Brothers* (which has had its release date brought forward to November 26) all due to appear before the festive season, there's no shortage of variety on the N64 this year!



## KONG GRABS GONG!

DK64 gets ECTS award

At the September ECTS show in London (see 64sight this issue for more details), Nintendo/Rare's *Donkey Kong 64* won the award of N64 Game of the Show. (We would have said *Perfect Dark* ourselves, but our voices went unheard.) The big apestravaganza failed to win the

overall Game of the Show award, however, being beaten by Konami's *ISS Pro Evolution* on the PlayStation. While this is obviously a bit disappointing for Nintendo, who had their best line up for ages, it bodes well for Konami's *ISS Millennium* when it's released early next year!



## ALSO FROM FROM PARAGON PUBLISHING...

## DVD REVIEW

Issue 5 ISSN: 1466-593X £3.95

Officially the UK's best-selling DVD magazine, with every new UK DVD release reviewed and rated, plus a whole host of hardware reviews so you can see what players suit your budget. Big movies this month include the best Region 2 disc ever – *There's Something About Mary!*



## TOTAL GAME BOY COLOR

Issue 4 ISSN: 1464-5904 £1.95

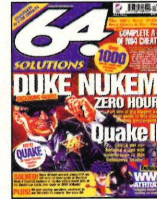
It's a Pokémon spectacular! The all-new *Total Game Boy Color* magazine includes a massive pull-out poster of Pikachu from *Pokémon*, as well as Mario and WWF. All the new *Pokémon* games are reviewed and you can even win a big pile of *Pokémon* stuff! What more could you possibly want?



## 64 SOLUTIONS

Issue 13 ISSN: 1464-5904 £3.95

Once again, the folks at *64 Solutions* have brought you the best tips and cheats ever! We start with the first part of our massive *Duke Nukem: Zero Hour* solution, as well as full solutions to *Mystical Ninja 2* and *Quake II*. With total moves lists for *WWF Attitude* as well, it's all too much!

SPECIAL  
OFFER!

**A**re you a Pokémon fan? If you are, you might like this! Project K is offering *64 MAGAZINE*'s readers a very special freebie – if you order any Pokémon merchandise from them between 12 October and 8 December, they'll give you a Pikachu keyring absolutely free! Just tell them that you want to take advantage of the *64 MAGAZINE* offer and Pikachu will be yours. You can contact Project K on (0181) 508 1328, or visit their Web site at [www.projectk.com](http://www.projectk.com).

## TO BE CONTINUED

Link gets ready for a Saga summer holiday

**Z**elda Gaiden, the pseudo-sequel to *The Legend Of Zelda: Ocarina Of Time*, looks like it's been given a proper title for its Western release. According to Nintendo, the name of the game over here will be *The Legend Of Zelda: The Continuing Saga*. Snappy it may not be, but the game itself promises to be even better than the original.



## BANANA BUNDLE

New N64 hardware bundle for Christmas

**N**intendo has announced a new N64 package deal for Christmas, which will feature the console, one controller, *Donkey Kong 64* and an Expansion Pak, all for £119.99. This is much better value than the current N64 bundles, which don't include the Expansion Pak, and saves £20 on the cost of buying an N64 and *DK64* separately. Sadly, it doesn't look

as though we'll get the funky transparent green N64 and banana yellow *DK64* carts that the Americans will get. The new bundle is due to go on sale in November, which according to Nintendo's current release schedule means that it will be out before the game itself. If you're desperate to get hold of *Donkey Kong 64* as soon as possible, you'll have to buy a new N64!

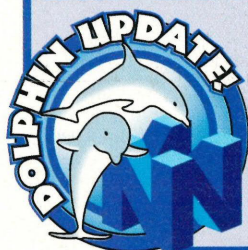
FIFA  
FLIES THE COOP

No new game in 2000



**A**lthough it still has quite a few games lined up for the N64, including *Hot Wheels* and *Knockout Kings 2000* (previewed on page 18), Electronic Arts has surprised everyone by announcing that it will not be bringing *FIFA 2000* to the N64 – only PlayStation owners will get to play the game on consoles. The loss of such a major licence has to be of some concern to Nintendo, since the *FIFA* games have always been strong sellers, even if they haven't always been the best football games around.

## News and rumours about Dolphin, the next Nintendo console...



**N**intendo's star designer Shigeru Miyamoto, the creator of *Mario*, *Zelda* and pretty much all of Nintendo's biggest names, said in industry paper *MCV* that despite Nintendo's next console moving to DVD, he still preferred cartridges. "For the way I make games, cartridges are best," said Miyamoto. "I still believe that many companies don't appreciate the advantages of the format." He was also concerned that DVD would make it

easier for pirates to make copies of games, though he did say that, "Our hardware development teams will make Dolphin less susceptible to counterfeiting."

More technical details; Nintendo announced its use of a new type of memory built directly into Dolphin's graphics chip, meaning it will be able to throw data around at a faster rate than anything else on the market...

New developer Retro Studios, one of the first companies to be confirmed as a Dolphin developer, has announced that it is working on no fewer than five games for the next Nintendo console, including an RPG...



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# Gamewatch

Department 1  
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**W**hen you want to find out what games you'll be able to play on your N64 in the future, this is the only place worth looking! This comprehensive list shows all the N64 games that we know about, along with their expected release dates (where known). Gamewatch is updated every month.

Gamewatch is produced in association with Department 1. All the UK releases are highlighted in yellow for ease of spotting, to end those 'when-can-I-get-that-oh-probably-never' blues!

• Release dates are subject to change without notice. It's the nature of the beast!

In association with  
Department 1

Department 1, 3rd Floor,  
Suffolk House, 1-8 Whitfield  
Place, London W1P 5SF. Tel:  
(0171) 916 8440

## RELEASE DATES OCTOBER

Asteroids Hyper 64	UK	Oct
Carmageddon	UK	Oct
Earthworm Jim 3D	UK	Oct
Earthworm Jim 3D	US	Oct
Gex 3: Deep Cover Gecko	UK	Oct
Hybrid Heaven	UK	Oct
NFL Blitz 2000	UK	Oct
Rainbow Six	US	Oct 05
Rayman 2	UK	Oct
Roadsters Trophy	UK	Oct
Space Invaders	US	Oct 13
Turok: Rage Wars	UK	Oct

## NOVEMBER

40 Winks	UK	Nov
Armored	UK	Nov
Battlezone 64	UK	Nov
Battletanx 2	US	Nov 16
Blues Brothers 2000	UK	Nov
Chef's Luv Shack	UK	Nov
Daikatana	UK	Nov
Destruction Derby	UK	Nov 05
EPGA Golf	UK	Nov
Gauntlet Legends	UK	Nov
Hot Wheels	UK	Nov 05
Jet Force Gemini	UK	Nov 12
Knockout Kings 2000	UK	Nov 12
Major League Soccer	US	Nov 17
NBA Live 2000	UK	Nov 19
Nuclear Strike	UK	Nov
Rainbow Six	UK	Nov
Ready 2 Rumble	UK	Nov
Ridge Racer 64	UK	Nov 19
Shadowgate Rising	UK	Nov
Smash Brothers	UK	Nov 26
Vigilante 8: Second Offense	UK	Nov
Worms Armageddon	UK	Nov
WWF Wrestlemania 2000	UK	Nov

## DECEMBER

Cyber Tiger	UK	Dec 31
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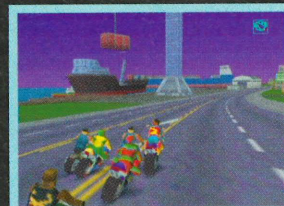
Donkey Kong 64	UK	Dec 3
Harrier 2001	US	Dec
Resident Evil 2	US	Dec
Rocket: Robot On Wheels	UK	Dec
South Park Rally	UK	Dec
Supercross 2000	UK	Dec 17
Top Gear Hyperbike	UK	Dec
Top Gear Rally 2	UK	Dec
WCW Mayhem	UK	Dec 10
Xena: Warrior Princess	UK	Dec

## 2000

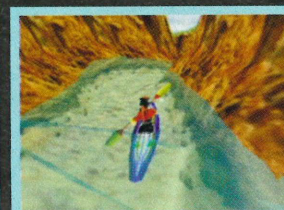
A Bug's Life	UK	Jan 07
Banjo-Tooie	UK	2000
Castlevania Special Edition	UK	Feb
DethKarz	UK	2000
DethKarz	US	2000
Die Hard	US	2000
Doshin The Giant (64DD)	Jap	2000
Duck Dodgers	UK	Feb
Earthbound	UK	2000
Eternal Darkness	UK	2000
Excite Bike	UK	2000
Hydro Thunder	UK	Mar
ISS Millennium	UK	Jan
Mario Party 2	Jap	2000
Mario RPG	UK	2000
Mini Racers	UK	2000
Ogre Battle 3	US	2000
Perfect Dark	UK	April
Pokemon Snap	UK	2000
Pokemon Stadium	UK	2000
Rally Masters	UK	2000
Resident Evil 2	UK	2000
Rika	UK	2000
Space Invaders	UK	Jan
Spider-Man	UK	2000
Starcraft	UK	Jan
Taz Express	UK	Mar
Tetris Attack	UK	2000
Toy Story 2	UK	2000
Turok 3: Oblivion	US	2000
Twelve Tales: Conker 64	UK	2000
Ura-Zelda (64DD)	Jap	2000
X-Men	US	2000
Zelda: The Continuing Saga	UK	2000

## DATES TO BE CONFIRMED

3Sixty	US
4x4 Mud Monsters	US
Airport Inc	UK
Alien Saga	US
Alone In The Dark 4	UK
Animaniacs Ten Pin Alley	US
Bassmasters 2000	UK
Caesar's Palace	US
Cenzo's Carnival Adventure	US
Daikatana	US
Derby Stallion 64	Jap
Dragon Sword	UK
Duck Dodgers	US
Eternal Darkness	UK
Excite Bike 64	US
Extreme Sports 64	UK
FIA Formula 1	UK
Fighter's Destiny 2	US
Fire Emblem 64	Jap
F-Zero Xpansion (64DD)	Jap
Ghouls & Ghosts	Jap
Harvest Moon	UK
Hercules	US
Hot Wheels	UK
Jeff Gordon XS Racing	US
Jest	UK
Jungle Emperor Leo	Jap
Kirby 64	US
Kobe Bryant 2	US
Looney Tunes: Space Race	UK
Madden 2000	US
Magic Flute	Jap
Metal Gear	Jap
Mortal Kombat: Special Forces	US
Mother 3	Jap
Neon Genesis Evangelion	Jap
NFL Blitz 2000	US
Nightmare Creatures II	UK
Ogre Battle 3	UK
Polaris Snocross	US
Puma Street Soccer	UK



Quest 2	US
Rev Limit	UK
Ridge Racer 64	US
Road Rash 64	UK
Robocop	US
Rollerball	US
Ronaldo Soccer	UK
Sim City 2000	UK
Sim City 64 (64DD)	Jap
Snowboard Kids 2	UK
Spooky	US
Spy Hunter	US
Sydney Olympics 2000	US
Tazmanian Express	US
Thornado	US
Thrasher: Skate And Destroy	US
Top Gun	US
Velocity	US
Wetrix 2	UK
Wild Waters	UK
Win Back	UK
The Young Olympians	US



Earthworm Jim 3-D



Hybrid Heaven



Rayman 2



Turok: Rage Wars

# 64

## MAGAZINE CHARTS

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THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	-	WWF Attitude	Acclaim	87%
2	-	Shadow Man	Acclaim	92%
3	-	Premier Manager	Infogrames	85%
4	-	Magical Tetris Challenge	Activision	65%
5	2	Command & Conquer	Nintendo	90%
6	1	Star Wars: Episode 1 Racer	Nintendo	90%
7	-	Goldeneye	Nintendo	95%
8	7	V-Rally	Infogrames	69%
9	-	Mario Kart 64	Nintendo	78%
10	-	Mario Party	Nintendo	80%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to **Chart Compo, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS!**

## COMPETITION

64  
MAGAZINE

## MINI MARIO!



Now you can play *Mario Kart* or *Diddy Kong Racing* without even switching on your N64! Agatec is selling these sets of Nintendo-themed working model racers – from *Mario Kart 64* you can choose from Mario, Yoshi and Bowser, while keeping the British end up from *Diddy Kong Racing* are Diddy, Banjo and Wizpig. The racers are



normally £8.99 (plus £2.50 p&p) each, but if you buy an ASCIIWheel for £29.99 you can get one of the racers for half-price. Call Agatec on (01923) 202097, or log onto their Web site at [www.agatec-europe.com](http://www.agatec-europe.com).



**WIN!**  
THIS  
STEERING  
WHEEL!

## WHEELY EASY!

Agatec has got an ASCIIWheel 64 to give away to a lucky 64 MAGAZINE reader! Blagging yourself this bit of kit couldn't be easier – just answer

the trick question below, and the first correct answer picked will see its writer heavier to the tune of one steering wheel!

**True or false: a Formula 1 car has five wheels.**

Send your entries to **Don't Forget The Steering Wheel compo, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth, Dorset BH1 2JS** to reach us no later than 4 November 1999.

# Dreamcast

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## Rat Attack Lava Lamps!

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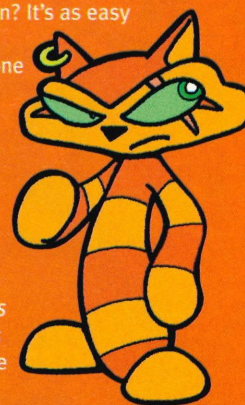
Funktastic, daddio! Transport yourself back to a time before taste with the help of some fantastically retro lava lamps! On the slightly tenuous grounds that its new cat-fest *Rat Attack* features swirling Sixties-style illuminated ornaments, Mindscape is offering five 64 MAGAZINE readers the chance to set their homes aglow with surreally twisted blobs of gloopy wax drifting through a warm oil. Well, we're not complaining, and you won't be either if you win!

So, quoth you, what do you have to do to win? It's as easy as laughing at a hippie! Simply answer the thoroughly doddlesome question below, and one of the five *Rat Attack* lava lamps could be lighting up your living room!

**What animals are the heroes of Rat Attack?**

- A: Cats
- B: Eels
- C: Ducks

Answers on the usual postcard to **Cool For Cats compo, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS**. Get it here before 4 November or we'll set the rats on you.



# When I'm



**Something you want to say, or know, about matters of an N64 nature? Then write to us and benefit from our seconds of experience!**

## STAR PRIZE

The star letter each issue wins all this N64 stuff! What more incentive do you need?



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## Kong Quest

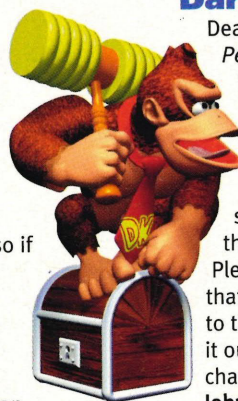
Dear 64 MAGAZINE,  
Why the change in the magazine? I liked reading the news first! Still, it doesn't detract from the enjoyment of the Rolls Royce of console mags.

Do you know if *Donkey Kong 64* will be supplied with an Expansion Pak? The reason for my asking is that I want to get both and don't currently have any other games that support it, so if these two come out as a package (even if the game goes up a few quid to compensate) I'll get the two together.

I have one further question for you. I noticed in your review section that one of the reviewers was Martin Mathers. Is this the same Mr Mathers that appeared as a videator in the TV series *Games World*?

Colin Morgan, Maesteg

DK64 will include an Expansion Pak; the bad news is that Nintendo's reversed its earlier intention to absorb the price of the Expansion Pak itself. The game will now cost a heavy £59.99; by a quirk of fate, that's exactly the same price of *Donkey Kong Country* on the Super NES when it came out. Since the N64 cart contains much more memory than the Super NES cart you're theoretically getting far more value for money, but that probably won't make you feel any better when you hand over 60 quid. And yes, 64 Solutions' self-proclaimed 'solutions chimp' and occasional 64 MAGAZINE



reviewer is the former TV star, though he doesn't much like to be reminded of it.

## Dark Delay

Dear 64 MAGAZINE,  
*Perfect Dark* on Christmas Eve? You've got to be kidding! As much as I want the game, I don't like the idea of having to fight through the queues on the busiest shopping day of the year to get it! Please tell Nintendo that they really need to take a better look at their calendar, and get it out earlier, so that people actually have the chance to get to the shops!

John Watley, Manchester



The good news is that you won't have to stand in a queue on Christmas Eve to buy *Perfect Dark*. The bad news is that this is because the game has been put back until next Easter. You should have heard the disbelieving screams from around the office on the day this news came in!

## "Choked"

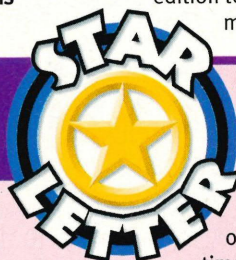
Dear 64 MAGAZINE,  
Upon buying issue 30, I was so amazed with the huge amount of games in the review section that I nearly choked. I have bought every issue of 64 MAGAZINE so far, but there have only been a few which came close to the gobsmacking ten games reviewed in that issue. Only last years' Christmas edition topped it, but that was only due to the masses of UK Updates. The games that

## PRIZE WINNER

### The Honesty Policy

Dear 64 MAGAZINE,  
Further to your comments on the practice of some software developers withholding games from review until the day of release, I would like to add that as a consumer, and in the absence of the playable demos that other console owners enjoy, N64 owners like myself rely upon honest and impartial reviews in magazines such as yours to help us in our purchases. Which is why it is so frustrating when certain other publications I could mention seem to help developers to hype poor games in the months before release, then fall silent when the game actually comes out, before printing a negative review some weeks later. By then, a lot of us have already wasted money on a substandard game. Congratulations on printing honest reviews, and for reserving final judgement for finished games only.

Secondly, has anyone noticed a steady overall decline in the quality of recent



PlayStation releases? At the same time, the overall quality of new N64 games seems to be getting better and better.

Could it be that the full potential of the PlayStation was realised some time ago, and it is now showing its age and limitations? Meanwhile, the more powerful N64 and its 8Mb Expansion Pak and bigger cartridges is only now realising its full potential, and can finally take its place as market leader and also provide some real competition for the first of the next-generation consoles. I'm sure you'll agree it can and will. Keep up the good work!

Eugene Wallser, Teignmouth

We always attempt to make our reviews as honest as possible, even if this sometimes means we don't get the game as soon as we'd like or it annoys the software company reps (and you should hear some of them carry on when they get a bad score...). We never have, and never will, make any kind of deal that guarantees a game a certain score before we review it. The reason is simple – if you don't trust our opinions, why would you buy our magazine?

were reviewed weren't crap either, most of them were top quality.

If this run of games carries on up to Christmas then the N64 will have never had it so good. The quality and quantity of the games should hopefully soften the blow when the Dreamcast is released and sink the PlayStation and its line of sequels (*Tomb Raider 4*, *Final Fantasy VIII*, *FIFA 2000*) for good.

Unfortunately, every silver lining has a cloud and that cloud came in the content of your reviews. The *Shadow Man* review was abysmal – it was way too short for one of the biggest games of the year. Instead of your normal 64 MAGAZINE brilliance I got four pages commenting on how complicated the game was. Up until the final paragraph I thought it was going to get a sub-70% score! What happened to the ten-page *Yoshi's Story* review in issue 10 or the huge 12-page *Banjo-Kazooie* masterpiece that graced issue 16? Why don't you spend less time doing 20 pages of playing guides and more on excellent reviews of new games? I fear the adult views that persuaded me, and many others, to buy your magazine may be lost forever.

That said, I got my money's worth out of the magazine because of the other brilliant sections in it, and I hope you can keep it up through the pressures of the Christmas run-up.

**Ross Manford, Morpeth**

The simple answer is that *Shadow Man* arrived so late in the schedule that it was physically impossible to give it any more space. Had it arrived two weeks earlier, it could easily have had eight or more pages. There just wasn't time or room to give it any more, because the rest of the magazine had already been set. You'd be surprised how long it takes to write a review...

## Easy Come, Easy Go

Dear 64 MAGAZINE,  
I'm writing to you to share my opinion about how easy games are to complete! There is the odd game that I've struggled with, like *Goldeneye's* Aztec level (on 00) where I end up screaming at the TV and lobbing my controller out of the window, but nothing serious. I've completed most games with ease, like *Banjo-Kazooie*, *Mario 64*, *Vigilante 8*, *Top Gear Overdrive* and loads more. The most irritating thing of all is that you have to pay about £40 for a game that takes maybe three days to complete and then there's not much left to do with it except for playing it in multiplayer mode.

Games like *Perfect Dark* and *Quake II* had better be really, really difficult, because if they are as easy to complete as *Yoshi's Story* was, the carts will start to collect dust or be used as beer mats!

**Matthew Howard, Keyworth**

PS: What will you do when the N64 finally dies and the Dolphin comes out?



By the time the N64 dies I hope to be relaxing on my tropical island counting my billions... nah, dunno, really. We'll definitely be doing a Dolphin mag in time for the machine's launch, though. That's quite a way off, so you might as well keep on buying 64 MAGAZINE in the meantime!

## Never The End

Dear 64 MAGAZINE,

I have recently noticed that games developers, though maybe turning out some incredible games, just don't seem to be putting the effort into the story of the game itself. I know that traditionally you only need to dredge up some half-baked rubbish to tie everything in, but it has encouraged game developers to become lazy with their game endings and storylines. All too often they hide behind the trite reasoning that when the game is completed, there is no need for a spectacular ending since the satisfaction of completing the game is enough.

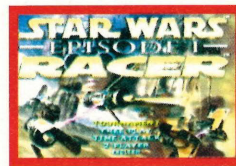
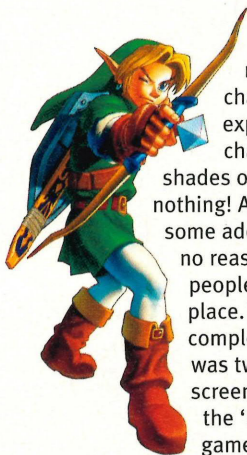
For instance, the worst offender I have come across is *Fighters' Destiny* – all the instruction manual gave me was the controls for the characters, and that was it. No explanation as to why the characters were beating seven shades of hell out of each other – nothing! Although the game itself had some addictive gameplay, it offered no reason for why these strange people were fighting in the first place. I recall that when you complete the game, the ending was two sentences on a black screen which told me to become the 'ultimate champion'! Other games I could mention are *F1WGP*, *Goldeneye*, *F-Zero X* and

*Star Wars Racer*, to name but a few. I for one would appreciate it if,

after hours of mad struggling to complete a game, obsessively trying to solve every last puzzle, you were rewarded with a fantastic ending that you could enjoy watching again and again just for the sheer pleasure of seeing it. Hats off to *Zelda* and *Lylat Wars*!

**James Pointer, Hindhead**

If a game has to meet a deadline and the choice is between working on the gameplay or putting in a decent ending, most companies choose the former. Sadly, this doesn't necessarily mean the game will be any good! Nintendo is actually one of the few companies who puts any effort into plot and endings, but based on the amount of time it takes them to produce games, we'd expect nothing less...



## Dreamcast Worries

Dear 64 MAGAZINE,

I'm deeply concerned about the N64. The reason for this is its inability to take over the market and surpass the dated PlayStation. Having a look at the software available for the two consoles, though, it is not hard to understand why this is happening.

For about a year, we've been waiting for Nintendo's attack. No luck, as we get a bunch of dull or semi-interesting titles. Since *Zelda* and *Rogue Squadron* there hasn't been a single game released that would make someone buy the N64. Instead, the PlayStation got *Metal Gear Solid*, *Syphon Filter*, *Ridge Racer Type 4*, *Driver*, *V-Rally 2*... all top-notch titles.

Now Dreamcast is here with, whether we like it or not, better software. The three forthcoming Rare titles are not enough for the N64. Nintendo makes its profits out of Pokémon and the Game Boy, so it seems it doesn't care about the N64 as much as it should. I do care, so I will think twice about getting a Nintendo console in the future, however spectacular it may seem. Until the capabilities of all the next-gen consoles are clear I'm stuck with the N64. I'll try to have as much entertainment as possible!

**Johnny Forgottoincludehisname, Britain**

Good letter, but it would have been a smart move to include your name and address!

We'd disagree with the allegation that the Dreamcast has better games. Apart from *Soul Caliber* and the big Sega arcade names, many of the games are pretty lame. Check out the feature on page 42 for our opinions.



## CONTACT 64 MAGAZINE

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By Post:

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Paragon House  
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Bournemouth, BH1 2JS

Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!

# Bug Out

**WIN!**  
Win a visit  
to Acclaim  
Studios....

**64** MAGAZINE has got together with Acclaim to bring you one of the coolest competitions ever! One lucky N64 owner will have the chance to join 64 MAGAZINE on a visit to Acclaim Studios (formerly

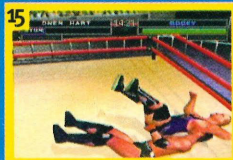
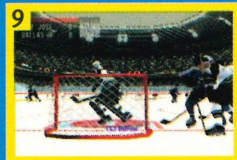
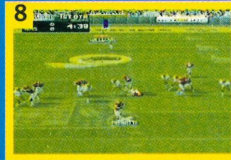
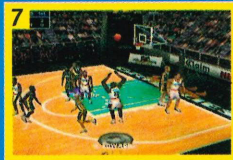
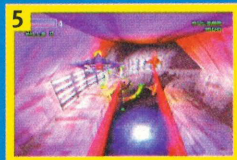
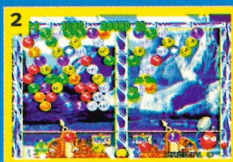
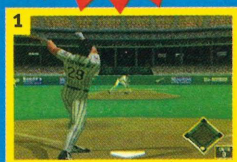
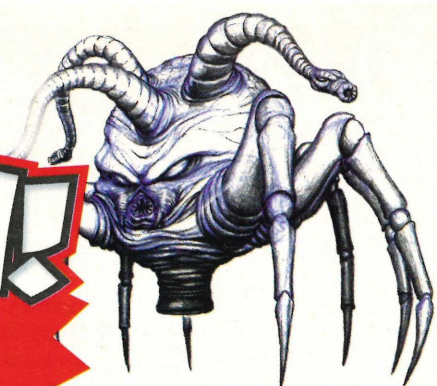
Probe of *Extreme G* and *ReVolt* fame) and meet the designers behind the upcoming blast-'em-up *Armorines*. The visit will include lunch and a look at the game, and could be your first step on the road to a career in the videogames industry! And as if that weren't an impressive enough prize all on its own, Acclaim has also promised that whoever wins will walk away with a copy of every Acclaim N64 title ever made – and that's a whole lot of cartridges!

...and every  
Acclaim N64  
game ever!

So how, you cry, do you go about winning this stonker of a prize? Well this time around we're going to make you work for it. *Armorines*, for any of you that don't know, is a first-person shooter in which you face off against an army of giant bugs in true *Starship Troopers*-style. So to win yourself an all expenses paid trip to Acclaim Studios and more games than you can shake a very large stick at, we want you to design us an *Armorines* bug. The most original (or most scary!) design will win, and who knows, maybe the Acclaim designers will be so impressed that they'll include your idea in the game!

Send your entries to *Big Bug compo*, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset BH1 2JS to arrive no later than 4 November 1999. Include your name, age, address and, most importantly, a daytime telephone number.

Obviously only one of you can win this superb prize, but to console some of you who don't quite make it we're also going to present five runners-up with a copy of *Armorines*. Good luck, and get designing!



1. All-Star Baseball 2. Bust-A-Move 2 3. Bust-A-Move 3DX 4. Extreme G 5. Forsaken 6. Iggy's Reckin' Balls 7. NBA Jam '99 8. NFL Quarterback Club '98 & '99 9. NHL Breakaway '98 & '99 10. ReVolt 11. Shadow Man 12. South Park 13. Turok 2: Seeds Of Evil & Turok: Dinosaur Hunter 14. WWF Attitude 15. WWF Warzone 16. XG2 17. *Armorines: Project Swarm*.





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STITCH-A  
THAT!

**T**he old enemy has returned! Traditionally, Nintendo and Sega have been bitter rivals ever since the days of the NES and the Master System. In the old days, whenever one came out with a new console, the other would have its similarly-specced response out shortly after.

Nintendo usually emerged with the upper hand. The NES might have been slightly less powerful than Sega's Master System, but the games were far better. The same applied to the Game Boy/Game Gear battle, with Sega's colour screen advantage being

obliterated by the Game Boy's longer battery life and, again, superior games. When Sega's Mega Drive arrived, it may have had the advantage in flashy advertising, but this time Nintendo's Super NES trounced it with, once more, better games (spotting a pattern here?) and this time, more powerful technology.

When the 'next-generation' consoles arrived, both Nintendo and Sega were caught on the hop by the arrival of Sony's PlayStation. Nintendo fumbled the N64's UK launch with an insanely high price and an embarrassing lack of games (more than three months after the N64 went on sale, you could still

# NINTENDO VS SEGA

**The console wars are restarting!**

only choose from four titles), and as for Sega's Saturn... Put it this way, it's many times faster to make a list of what they did right than what they did wrong!

The Saturn fiasco all but destroyed Sega, but now they're back with what is literally their last chance – the Dreamcast. If they mess this up, the company will go down the toilet. Sega is pinning its hopes on advanced 128-bit technology more than a year before you'll be able to buy either Nintendo's Dolphin or Sony's PlayStation 2. So is Mario under threat from Sonic? Turn the page to find out...



## Tech Specs

Boring boffiny stuff first – we compare the raw numbers of both systems in a Top Trumps kind of way.



### N64

CPU: 64-bit, 93.75MHz clock speed  
Memory: 4Mb RAM (8Mb with Expansion Pak)  
Polygons/sec: 150,000

### Dreamcast

CPU: 128-bit, 200MHz clock speed  
Memory: 16Mb RAM, 8Mb graphics RAM, 2Mb audio RAM  
Polygons/sec: 3,000,000

So, for raw power, Dreamcast wins. Sorry, folks, but it is a newer machine. However, to quote somebody or other, power is nothing without control...

Running Total  
N64 0 – Dreamcast 1

## Controller

Considering it's had three years to learn from Nintendo's exemplary N64 pad, Sega has rather dropped the ball with the Dreamcast controller. The analogue triggers are a nice idea, especially for driving games, but they're not the most comfortable things in the world. The lack of buttons (four fire, two triggers and a Start) is a bit weak too. Speaking of weak, the pads as a whole aren't that reliable – Paragon's Dreamcast guys managed to break two in two months, just from normal wear and tear. In contrast, the controller we got with our very first Japanese N64 more than three years ago is still going strong!

Running Total  
N64 1 – Dreamcast 1

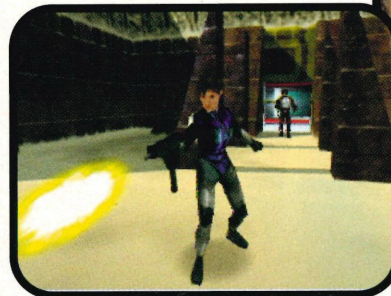


## Games

We could go into the relative merits of each machine's graphics and sound, but it wouldn't be fair, since the Dreamcast has the advantage of a couple of extra years of silicon chip development and a stack more RAM to play with. Obviously Sega's machine would have the advantage. Instead, we're going to compare them where it counts – the games. They're why you buy a console, after all!

### Shoot-'Em-Ups

*House Of The Dead 2* tops Sega's lineup, which is a good start, but the only other blasters currently on offer are lamers like *Expendable*. N64... one word. *Goldeneye*. If you're not convinced, two words... *Perfect Dark*. If you're still not convinced, there's something wrong with you!



Running Total  
N64 2 – Dreamcast 1

### Racers

*F-1 World Grand Prix 2* and *F-Zero X* cover both the realistic and fanciful ends of the N64 range pretty damn well, with dozens (literally) of others to choose from. Dreamcast has *Sega Rally 2*, which looks spectacular but isn't actually that long-lasting. Trophy to the boys from Kyoto, we think.

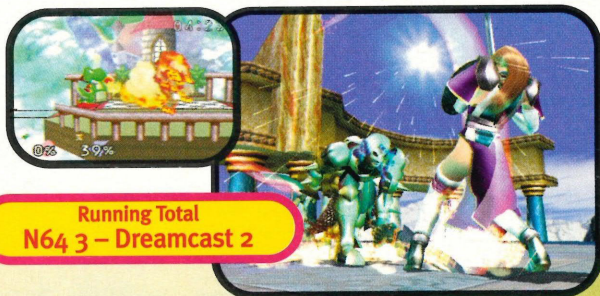


Running Total  
N64 3 – Dreamcast 1



## Beat-'Em-Ups

Clonk! Dreamcast fights back and, as Cartman might say, kicks Nintendo 'squah in the nuts'. The N64 has never had even one top-class fighter, yet Dreamcast launches with *Virtua Fighter 3tb*, and the awesome *Soul Caliber* follows in December. *Smash Brothers* isn't in quite the same league...



Running Total  
N64 3 – Dreamcast 2

## Platform/Adventure

Sega offers you the visually stunning but somewhat shallow *Sonic Adventure* and, er, not much else, since mega-game *Shenmue* is still a long way off. Chortling with glee, Nintendo pulls out *Super Mario 64*, *Banjo-Kazooie* and *The Legend of Zelda*. Then beats Sega over the head with them.



Running Total  
N64 4 – Dreamcast 2

## Sports

Let's face it, Konami's *ISS '98* is a hard act to beat. If you don't like footie, you can choose from about 40 other titles, covering any sport you can think of short of log rolling. Dreamcast manages the reasonable *UEFA Striker* and a couple of American sports titles, but nowt else.



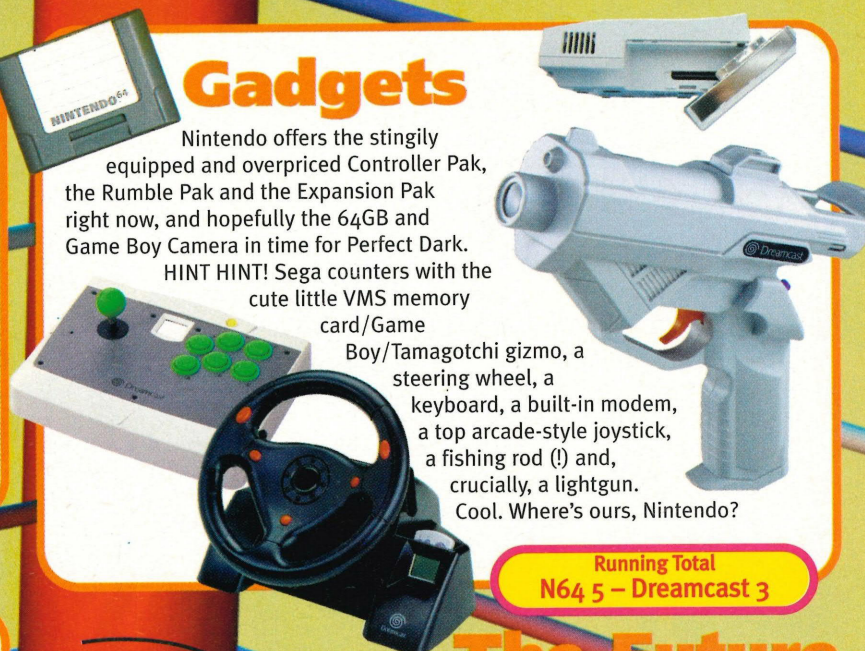
Running Total  
N64 5 – Dreamcast 2

## Gadgets

Nintendo offers the stingily equipped and overpriced Controller Pak, the Rumble Pak and the Expansion Pak right now, and hopefully the 64GB and Game Boy Camera in time for *Perfect Dark*.

HINT HINT! Sega counters with the cute little VMS memory card/Game Boy/Tamagotchi gizmo, a steering wheel, a keyboard, a built-in modem, a top arcade-style joystick, a fishing rod (!) and, crucially, a lightgun.

Cool. Where's ours, Nintendo?



Running Total  
N64 5 – Dreamcast 3

## The Future

Sad to say, the N64 is well past the mid-point of its life. Still, we've got some kick-ass games to look forward to, not least the triumvirate of Rare titles (*Jet Force Gemini*, *Donkey Kong 64* and *Perfect Dark*). Then there's *Zelda Gaiden*, *ISS Millennium*, *Turok 3*... The Dreamcast also has some good games on the horizon, like *Shenmue* and *Resident Evil: Code Veronica* (ah, Japlish), but when PlayStation 2 arrives next year, Dreamcast will die. That's not us saying that – that's the software companies! (Not to Sega's face, obviously...) And let's not forget that little Nintendo project, codenamed Dolphin!



Running Total  
N64 6 – Dreamcast 3

## Final Score

N64 6  
Dreamcast 3

You can have as much new technology as you like, but it doesn't mean a thing if the games aren't going to be match it. So if you've got an annoying mate who's going on about how his Dreamcast is better than your N64, show him this. Sure, he'll bleat and moan about us being biased, but at the end of the day, we've got the games and he hasn't!





# Prepare WAR

**3DO makes  
inroads into  
Europe with two  
new N64 titles!**

**F**or most people, when you mention the name 3DO it probably conjures up visions of the late, unlamented 3DO console which bravely challenged the supremacy of Sony and Nintendo, but instantly faded into obscurity after the launch of the PlayStation. It's now several years since the death of the 3DO machine but the 3DO company is still very much alive and kicking – in fact, it's about to leap into the N64 games market with two new combat games.

Strictly speaking, 3DO isn't a total newcomer to the N64 arena as it already has one game under its belt in the form of tank blast-'em-up *Battletanx*. However, since the game never got released in the UK, this is the first time most people will have a chance to sample some of their work. The two games 3DO is bringing to Europe to kick things off are the sequel to *Battletanx*, *Battletanx II: Global Assault* and a game based on those little toy soldiers that we all used to have when we were kids, *Army Men: Sarge's Heroes*.

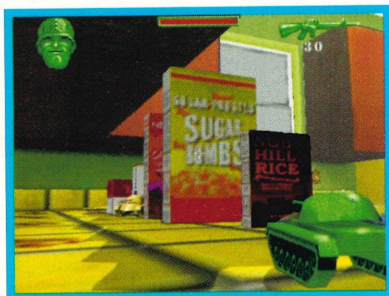
## Toy Soldiering

*Army Men: Sarge's Heroes* is the second game in what 3DO obviously hopes to make a successful franchise. The first game – *Army Men 3D* – debuted on the PlayStation and the PC to, it must be said, fairly uninspiring reviews.

All that will hopefully change with the next instalment of the game which is being developed alongside two other *Army Men* titles, namely *Army Men: Air Attack* (on PlayStation) and *Army Men: Toys In Space* (on PC). For those of you



# For



▲ Sarge can operate in first-person mode if you want to take a closer look at something – what's that cereal called?

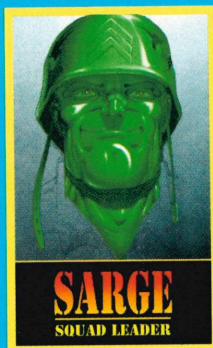
totally unfamiliar with the plot behind the games, some background would appear to be in order...

In a very sci-fi plotline there's a parallel dimension where all life, rather than being carbon based, is actually plastic-based (yes, we know it's a stretch, but try and stay with it for now). Life in the plastic universe is pretty much like life here in the normal world, with different nations (distinguished by the different plastic colours) living in more or less peace and quiet aside from the odd small war. Until now that is...

For, in one of those useful coincidences that *Star Trek* writers rely on for their plot twists, strange dimensional rifts have been discovered connecting the plastic universe to our own, and General Plastro – leader of the rather nasty and extremely unfashionable Tan army – intends to use these portals to gain an edge over his mortal enemies the Greens and take over the world.

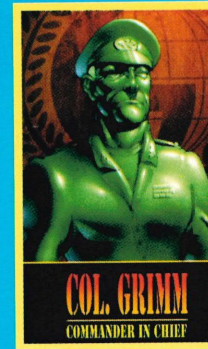
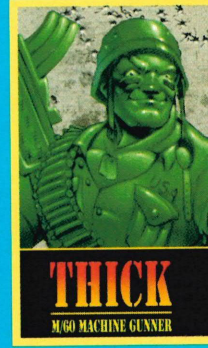
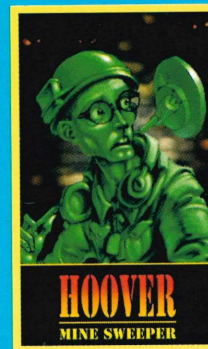
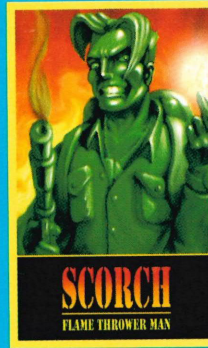
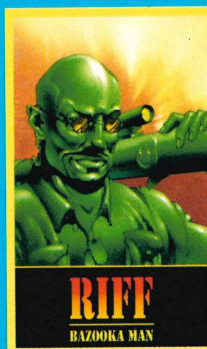
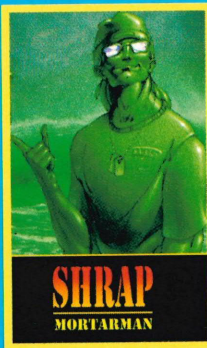


▲ Childrens' building blocks and other assorted toys make up the landscape for this battle arena.



## Sarge's Boys

Sarge has various specialists in his unit, each of whom has a specific skill or weapon ability. You will first encounter them in the one-player game and each time you rescue one of them, the equivalent character is unlocked for multiplayer mode.

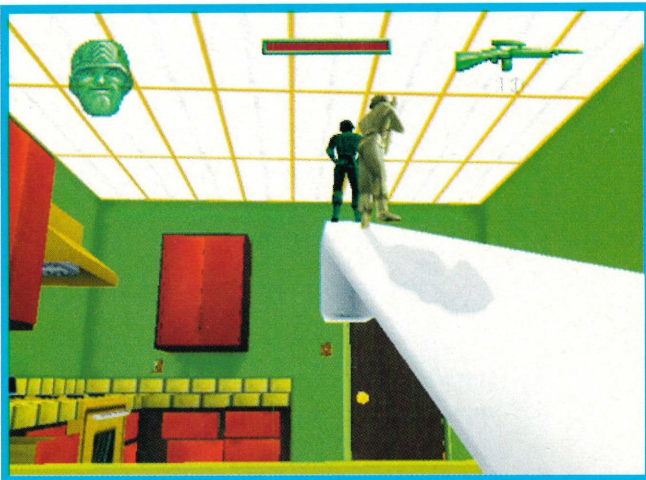


▲ Sniping at troops can be a load of fun – it's probably polite to at least wait until they've got off of the toilet though!

# the future is DVD

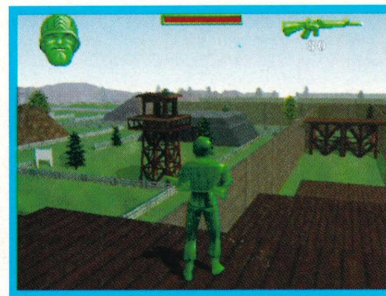
Do you want to know more? yes





▲ Sarge and one of the Tan army decide to try a little tap dancing in the kitchen. Tap dancing, getdit?

Standing between Plastro and his dreams of world conquest are the Green army and Sarge. The game begins in the Green camp with the good guys slumbering peacefully, unaware that they're about to get a nasty wake-up call. Before you can say "I love the smell..." the Tan army attacks and it's up



to Sarge to sort things out. The objective for the first level is to rescue the Green army commander Colonel Grimm, during which time the other members of Sarge's unit get captured. Future missions therefore involve both foiling Tan army operations and also rescuing various Green team members.

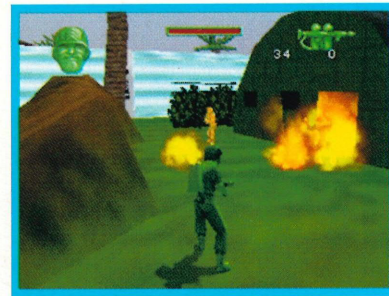
The combat in *Sarge's Heroes* takes place in two distinct environments: the plastic universe and our world. In the plastic universe everything is the same scale as the soldiers themselves, but when they cross over to our world we discover that they're tiny compared to everything else – the size of toy soldiers, in fact!

When 64 MAGAZINE's sister title *Play* reviewed *Army Men 3-D*, one of their gripes with it was the limited abilities of Sarge – particularly that he couldn't strafe or jump. 3DO have obviously taken note of comments such as these because in *Sarge's Heroes*, Sarge can run, roll, strafe, crawl, jump and climb, in addition to being able to handle all manner of weapons.

What 3DO are justifiably proud of is the real-time specular highlighting that they've named 'Plastosheen'. What this means is that all the soldiers in the game look like they're really made of shiny plastic and the light reflects off them as they move around. While this might not be too apparent from the screenshots, when you see it on screen it's mighty impressive!



▲ Player one is racking up the kills – the score you get depends not just on the number of tanks you destroy, but also the type.



▲ The flamethrower is easily one of the most fun weapons – it's particularly good in multiplayer.

The game offers a total of 16 different missions, eight set in the alternate universe and eight set in our own. There are also a range of multiplayer missions where up to four players can go at each other head to head for some serious plastic carnage. The weapons in the game are all great fun – most notably the sniper rifle, which lets you take out enemy soldiers with one shot from great distances, and the flamethrower, which sets opponents on fire and leaves them running around in a panic until they melt.

## Let Battle Commence!

For those of you who missed our review of the original *Battletanx* back in issue 26 (shame on you!) here's a quick recap. The time is the distant future and things have gone somewhat awry. Instead of hover-cars and world peace we've experienced holocaust and world devastation. The surviving members of humanity have banded together in gangs and small communities for survival... oh, and they've all got tanks.

And, basically, that's about it. The only other relevant point is the women. Due to a nasty gender-specific virus the vast majority of the female population has been wiped out. The surviving women are treated like a valuable resource, with each gang jealously guarding their female and taking every possible opportunity to steal them from other gangs.

In *Battletanx II: Global Assault* the central character of the first game has now settled down after successfully defeating all the local mutant gangs, and has had himself a child. Said chip off the old block decides to follow in his pa's tank tracks and sets out to deal with all the new mutant tank groups that have been springing up while his old man's been taking it easy.

Rather than just battling in the US, this time the theatre of war has been expanded to include other global

## The Love Interest

No game would be complete without a love interest and in *Sarge's Heroes* it comes in the form of Colonel Grimm's daughter, Vikki. Rather strangely though, whilst every other character in the game is all one colour Vikki gets proper skin tones – weird!

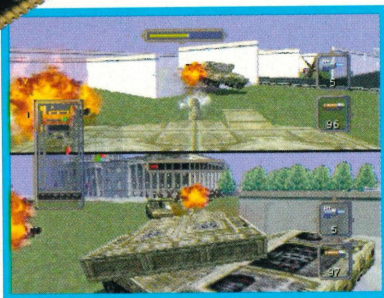
## VIKKI GRIMM





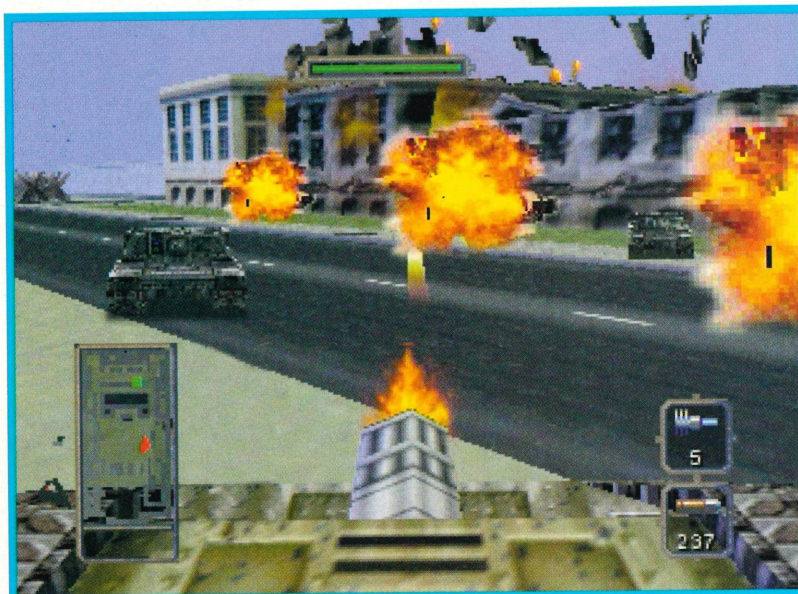
locations, each with famous landmarks and suitably themed mutant gangs to take on. Combat is pretty much the same as in the first game – you start off with a tank and trundle around blowing things up, gaining more tanks as you progress – but a major improvement has been made in terms of presentation, with sharper, clearer and more detailed graphics.

Other improvements include the range of tanks you can drive – up from three in the original to a far more impressive twelve. Weapons are also enhanced – the guided missiles now have far



more range and a wide variety of new destructive devices are available. Add to this a range of multiplayer deathmatch options and the chance to play co-

operative two-player in all the single-player missions (the major addition since the first game), and *BattleTanx II* is looking pretty impressive indeed! ■



▲ As in the first game, pretty-much everything on the landscape can be destroyed which makes for some serious devastation.

## Tanx A Lot!



The final version of *BattleTanx II* offers you twelve different tanks to choose from. Here are five of them...



▲ Rhino. A new addition to the game, the Rhino is slow moving but heavily armoured.



▲ Mototank. Part-tank, part motorcycle, the Mototank is fast but prone to exploding when shot.



▲ M1A1. The standard tank from the first game, the M1A1 has average speed, armour and firepower.



▲ Hovertank. This is a definite improvement over your usual tracked vehicle, this one is highly manoeuvrable.



▲ Goliath. One big mutha! The Goliath is slow but packs a punch. It's not the biggest tank in the game though...

# DVD review



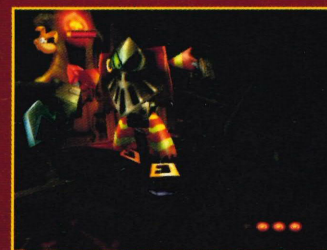
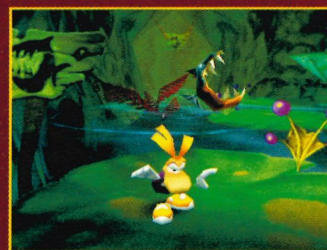
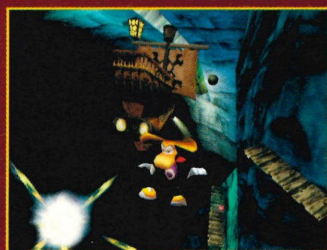
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Kiss goodbye to your social life." 94%**

Total 64



A cartoon character named Rayman, with a large orange nose, large eyes, and a purple tunic with a red cape, is shown in a dynamic pose. He is surrounded by a bright, explosive burst of yellow and orange light against a dark red background. The light burst has jagged, star-like edges and contains a greenish-yellow core.

# RAYMAN 2

## THE GREAT ESCAPE™

**"The zaniest adventure this year has blasted onto the N64."**

Total 64

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# 40 Winks



## Ninfo

### PLAYERS



### EXPANSION PAK



### RUMBLE PAK



Publisher: GT Interactive  
Developer: GT Interactive  
Game Type: 3D Arcade Adventure  
Origin: UK  
Release: 26 November  
Price: £39.99 (TBC)



## Memory Options

MEMORY:  
N/A

CONTROLLER PAK:  
Stores as many game  
saves as will fit on the  
pak!



## \$64,000 Question

- + Atmospheric graphics
- + Atmospheric sound effects and music
- + Different ability-specific costumes for each character
- + Nice array of monsters
- + Co-operative two player mode
- Character control a little awkward
- Camera can be fatal at times!
- Repeating levels can be a pain
- Some levels are a bit too dark

## It's time for a bit of Ruff and Tumble!

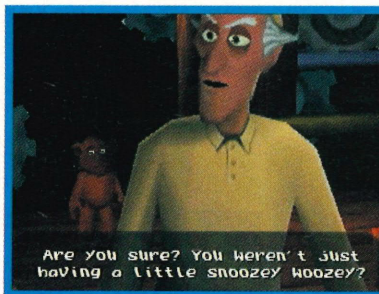
In that strange dimension that we go to when we dream live the Winks. These friendly furry fellows ensure that all the children in the world have pleasant dreams when they sleep and thus wake up feeling refreshed and ready for the day. Unfortunately, there are also creatures called Hoodwinks and

when they stick a paw in, nightmares result. Until recently the Winks pretty much kept the Hoodwinks in check, but now a grumpy, twisted old man with insomnia has decided that no-one should get a good night's sleep, and with the help of the Hoodwinks he has imprisoned all the Winks. Which means that the only thing standing between eternal nightmares and the slumbering children of the world is two small kids called Ruff and Tumble.

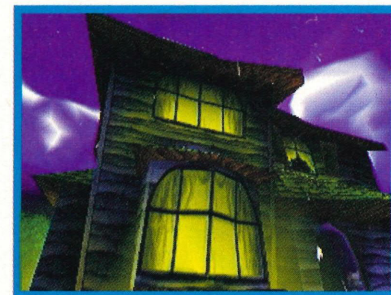
40 Winks is a 3-D adventure that follows the antics of brother and sister duo Ruff (the boy) and Tumble (the girl) as they set out to foil the evil plan of the

## Ooh! Suits You, Sir!

Scattered throughout the levels you'll find colourful jack-in-the-boxes. If you tap them and jump inside, your character pops out with a new costume and all-new powers – like this robot with homing missile ability!



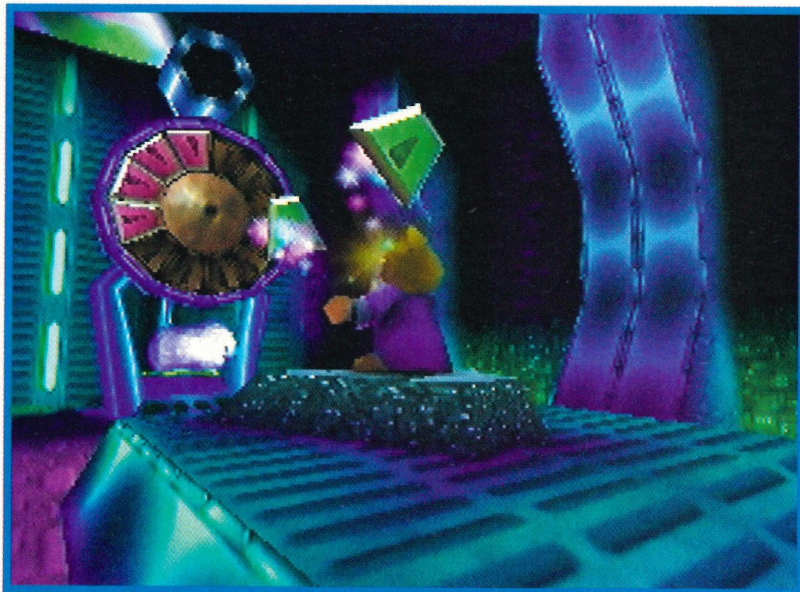
▲ Have you been having a snoozey woozey? A snoozey woozey? What kind of language is that? This guy's mental!



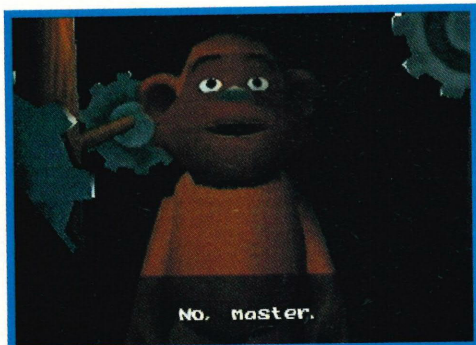
loathsome silvertop NiteKap. In order to do this, they need to travel through five different dreamscapes rescuing all the imprisoned Winks before meeting NiteKap's quasi-evil henchman Threadbear in a final showdown. Of course, two little kids aren't going to have much luck against a whole world populated by creatures from their darkest nightmares, are they? Well, maybe not in the real world, but this is the world of dreams...

## Nudge, Nudge...

Each child has a range of different attacks and that's not the end of their talents. As this game is set in a dreamland, the children also have the ability to bring their fantasies to life and

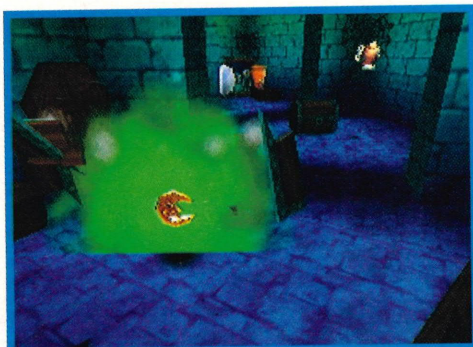


▲ Once you've got the four dreamkeys from a stage they go into this clock. If you miss one you have to do the whole level again from scratch – doh!



NO, Master.

▲ This is Threadbear. He's NiteKap's hench... er, bear and as such gets all the duff jobs – like taking on Ruff and Tumble, for instance.



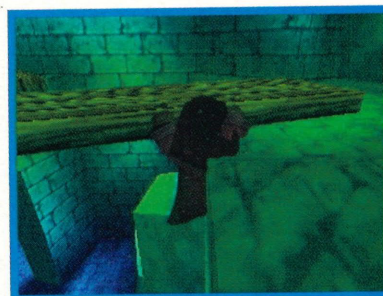
become characters with superhuman powers. Through the use of special jack-in-the-box dream markers Ruff and Tumble can take on the persona of a Ninja, a Monster, a Robot, a Jester (for

Each game world consists of five different levels. Three of these are exploration-based sections where players must find the imprisoned Winks and the 12 dreamkeys which are needed

to unlock the next world.

The fourth level is a race

section where one of NiteKap's minions must be defeated to earn bonuses, and



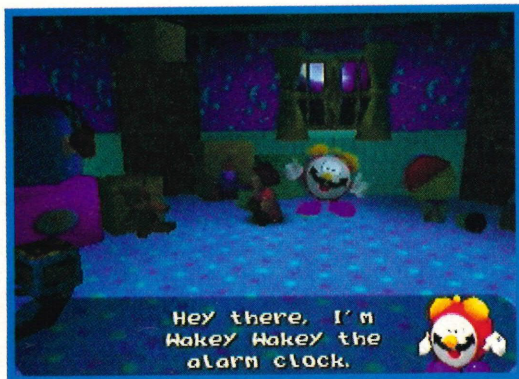
## On the 'medium' difficulty it's a nightmare!

Ruff) and a Fairy (for Tumble). Each of these costumes has specific abilities which need to be used to overcome different puzzles. The costumes last a limited amount of time, but can be kept for longer by collecting iconic power-ups which extend their duration.

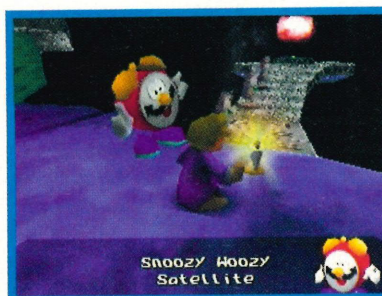
The game begins in the house while Ruff and Tumble sleep. The house they inhabit while awake has taken on new significance in the dreamland and acts as the hub from which the various nightmarish worlds are accessed. At first only one world is accessible, but once this has been completed another door in the house unlocks and the next world becomes available.



▼ Wakey Wakey? That's strange, you look very familiar. You don't happen to have a brother working for Rare, do you?



Hey there, I'm Wakey Wakey the alarm clock.



Snoozy Woosy Satellite



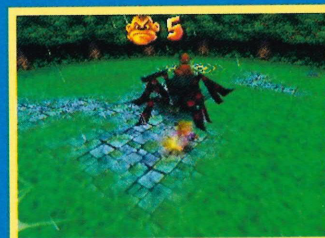
30 cogs required to open this door.

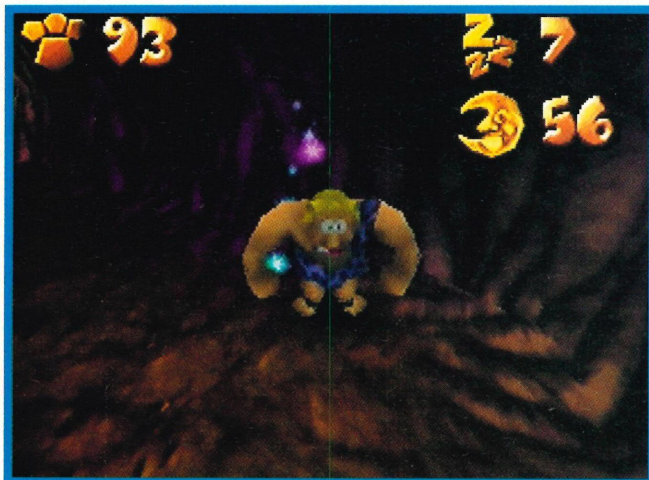
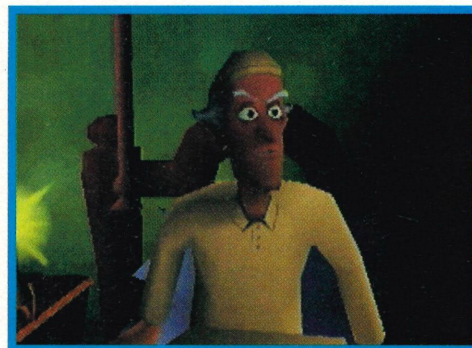
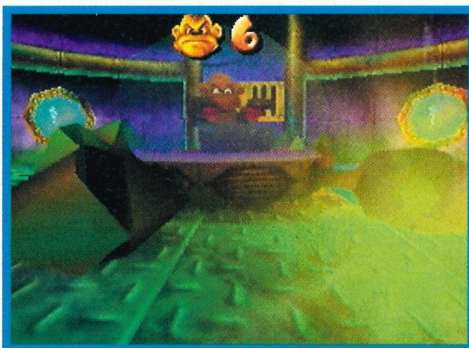
▲ Progress through each level is made by collecting cogs. If you don't have enough cogs then you can't get through the doors!



## Scary Spiders!

Once you've found all 12 dreamkeys on a level you then need to face off against NiteKap's minion Threadbear. The first time you encounter him he's riding a huge spider – you should stay clear of it until it falls asleep, then slap it on the ass!





▲ This is Ruff's monster persona. He's big, he's hard and when he runs around the ground starts shaking – cool!

▶ The button next to Ruff is used to open the door behind him, but the symbol on it shows that he needs to be in monster form to do it.

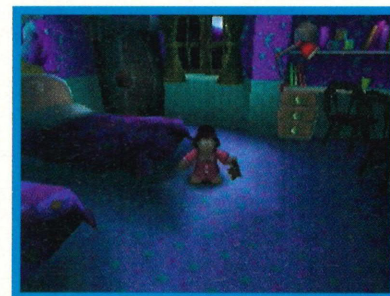


the fifth and final level is a boss arena where Threadbear attempts to halt Ruff and Tumble's progress for good.

### Wink, Wink...

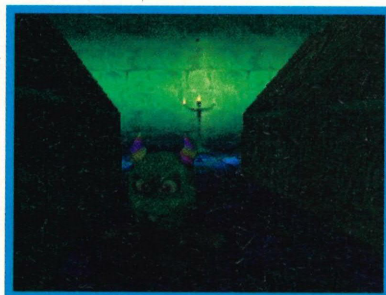
On the face of it *40 Winks* is very reminiscent of *Banjo-Kazooie*, particularly with all the cutesy, rhyming level names. Gameplay-wise too the whole thing is very similar, with several themed levels built around a hub. The puzzles in *40 Winks* are somewhat simpler than in the Rare game though, generally consisting of pressing a button to either open a door or activate a mechanism – the need to be in a specific character costume to hit a specific button is about as complex as it gets.

Which is where *40 Winks* becomes a bit of a conundrum. Because while the look of the game (excessively cutesy and more twee than a busload of Tellytubbies) and the simplistic puzzle aspect imply that this title has been aimed at younger N64 owners, the

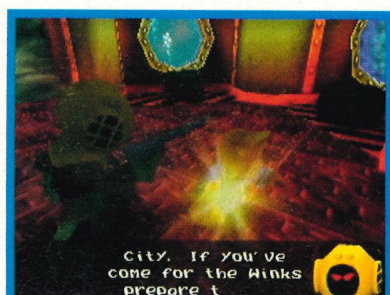
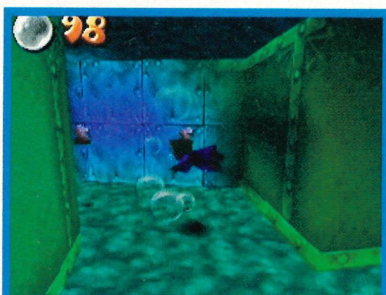


difficulty level of the game says otherwise. Say what you want about the look of it, this game is pretty tricky! Okay, it's not so very difficult if you play it on easy, but on the 'medium' difficulty it's a bloody nightmare!

Now, this isn't necessarily a bad thing. For too long now reviews have bemoaned the easiness of games and the lack of any real challenge. Difficult games are, in general, better value for money than easier 'finished in one sitting' ones. However, a large part of *40 Winks*' difficulty has to do with some annoying quirks and flaws. The control system in *40 Winks* is the biggest headache. Controlled through the analogue stick, the game characters have a small amount of inertia when moving and this proves to be annoying when making the all-important jumps. Leap onto a platform or narrow ledge, for example, and all too often your character just falls off the other side. The natural reaction is to try to compensate for this by jumping slightly short, but this is where you find that your character is apparently wearing



▼ When you're underwater for any length of time you can restock your oxygen by swimming through groups of bubbles.



## Win A Widescreen TV!

To celebrate the release of *40 Winks*, GT Interactive has provided us with a £600 Akai widescreen television and five copies of the game to give away! To be in with a chance of winning this superb prize just answer this question...

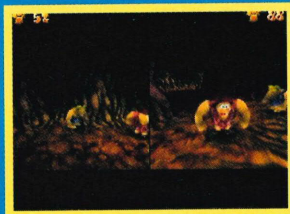
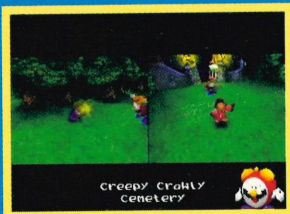
What is the relationship between Ruff and Tumble?  
A: They're father and daughter  
B: They're brother and sister  
C: They're Conservative MPs

First entry will get the TV and a copy of *40 Winks*, while four runners up will also receive a copy of the game. Send your entries in to *I Won't Fall Asleep In Front Of This TV!* Compo, 64 Magazine, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS by 4 November 1999.



## Letterbox Action!

40 Winks provides a two-player co-operative split-screen mode which lets you and a friend take on NiteKap's creatures together! Unfortunately you can't swap between one and two-player modes though (which would have been very useful) and the viewing window becomes highly letterboxed, making it a bit tricky to see what you're doing if you've only got a small TV. The other problem is that due to the linearity of the game you can't really go off on your own at all, but nevertheless it's still a top option!



greased shoes because if you're half-on and half-off a platform then no matter how much you push forward your character will fall backwards. Similarly, pushing objects around is a pain because there's no button for it. Instead

## 2nd opinion

It could have been a *Banjo-beater*, but awkward controls, a terrible camera and some annoying instant deaths let it down rather badly. You'd also have to struggle to find even the tiniest hint of originality. Only the co-operative game offers anything new. **ANDY McDERMOTT**

## Rating



hiding in shadowy corners of a shadowy room. The graphics in this game are attractive and colourful, so why hide them in the dark all the time?

## Some excellent creatures and some neat ideas...

you need to walk into the object for a second or so until your character begins to push. Unfortunately, because the handling is so sensitive, your character will often just slide around the thing you're trying to move.

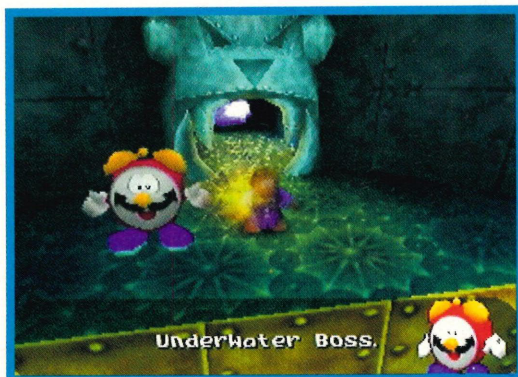
### Say No More!

The other big annoyance is the camera. It has a habit of not quite keeping up with the action some of the time and yet jumping ahead prematurely at others. The result is often that you don't see a bottomless pit or a monster until it's too late. And while we're on the subject of vision – a large number of the levels are too dark. Yes, it's supposed to be a dreamworld, but does that mean everything has to be in semi-darkness? We lost count of the number of times we got hammered by shadowy monsters

Don't get the wrong idea, *40 Winks* is not a bad game. It's got some great levels, some excellent creatures and some neat ideas – the changing into different costumes throughout each level, for instance, stops the gameplay from getting stale and adds some fatigue-reducing variety. The problem is that the aforementioned flaws often prove frustrating and spoil a game that should deservedly have got a considerably higher mark. Having said that, however, the co-operative two-player mode is great (if you ignore the fact that it's in super-widescreen), and if you can put up with the camerawork and get used to the somewhat awkward character handling then *40 Winks* is definitely something to be going on with while you're waiting for *Donkey Kong 64* to arrive. ■



▼ The boss entrances all have Threadbear's image sculpted around them. You can't get in until you've collected all the dreamkeys, though.

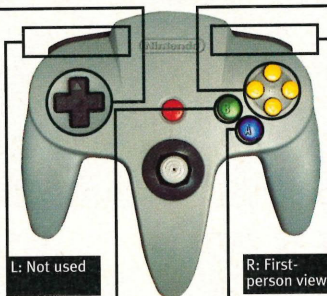


40 WINKS

REVIEWS

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MAGAZINE

## 64 Bottom Line Controls



## Alternatives

*Banjo Kazooie*: Nintendo  
Reviewed: Issue 16, 90%  
*Bombberman 64*: Nintendo  
Reviewed: Issue 9, 80%

## Rating

### Graphics



### Audio



### Gameplay



### Challenge



### Overall



## Soundbite

A fun game slightly spoiled by less than perfect camera and controls.



# Hybrid Heaven

Could this be gaming heaven, or could it be hell?

## Ninfo

### PLAYERS



### EXPANSION PAK



### RUMBLE PAK



Publisher:	Konami
Developer:	Konami
Game Type:	Adventure
Origin:	Japan
Release:	Out now
Price:	£49.99

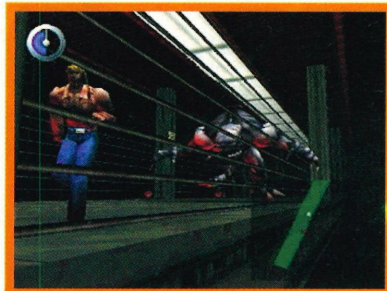
**A**bout time! Finally arriving a full year late, *Hybrid Heaven* is one of those N64 games that seems to have been in development forever, although at least it hasn't been as delayed as *Earthworm Jim*.

So, what's it all about? All kinds of strange and seemingly contradictory reports about the plot have come out since the game was first announced in 1998, and now that we've got the game and can see for ourselves... well, they were pretty much right! *Hybrid Heaven* has a complicated, twisting plot that's



Odd but surprisingly effective!

▶ A rather tense moment! Diaz is being pursued down a corridor by this enormous mutant – if it catches up with him he'll get stomped!



▼ The red lizard chiropractor soon realised the cause of Diaz's lower back pain and began a soothing massage.



as contorted as a contortionist's lower intestine. The lengthy intro sequence drops a few hints about what lies ahead, but by the time you start the game, not only do you not control who you thought you were going to be controlling, but it turns out that even your character doesn't know who he really is!

Without wanting to give too much away – a lot of the fun of the game comes from actually discovering each new twist in the narrative – the overall plot involves a race of aliens who are creating clones of human beings (the hybrids of the title) and gradually using the clones to replace the originals. John Slater, who after a considerable number of plot revelations turns out to be the game's hero, is a US Secret Service agent targeted for replacement. Since Slater also happens to be a Presidential

bodyguard, the aliens' ultimate aim starts to become clear...

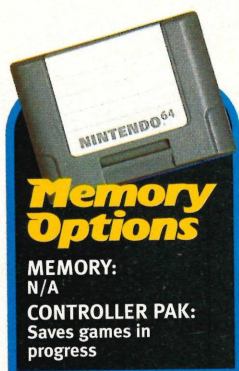
## Going Underground

Although *Hybrid Heaven* has a similar filmic atmosphere to that of Konami's PlayStation hit *Metal Gear Solid*, it's a different kind of game to play. The stealth aspects of *MGS* are more or less gone, apart from a few sections where you have to dodge the sensor beams of security robots, and *Hybrid Heaven* relies more on exploration than problem-solving and cunning assassinations. For the most part, puzzles in *Hybrid Heaven* are of the 'find key to unlock door' variety, though there are a few more imaginative brain-teasers as you get further into the game.

Where *Hybrid Heaven* really differs from *MGS* is in its combat system, which

## \$64,000 Question

- ⊕ Intriguing plot
- ⊕ Good graphics with Expansion Pak
- ⊕ Unusual but effective combat system
- ⊕ Lots to discover
- ⊕ Some really freakish enemies
- ⊖ Combat gets repetitive
- ⊖ Ropy camera
- ⊖ Control a bit clumsy

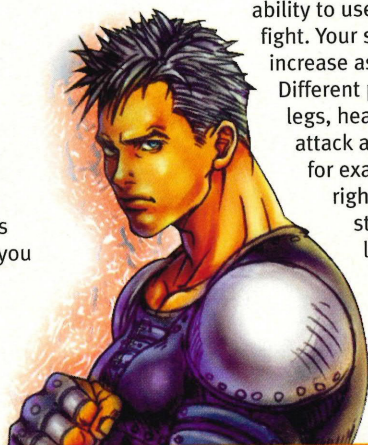


is unique on the N64. It's an odd but surprisingly effective mix of real-time beat-'em-up and RPG turn-based combat. You can attack your enemy at any time (and he/she/it can do the same to you), but it's advantageous to wait until your power bar at the top of the screen has fully charged. The higher the bar, the more damage you can cause. You are initially given just a short list of attacks to make your choice from, but as you gain experience the list gets longer and more damaging.

Defending is done in a similar way; when your opponent is about to strike, the word 'WARNING!' flashes on the screen and you have to choose quickly whether to block the attack, try to dodge it or attempt a reversal and

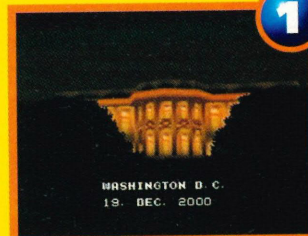
sneak in a quick shot of your own. If you take damage, you can use items in your inventory to regain your energy. There are also special items and weapons that increase your attack strength or improve your resistance to damage, but these are in short supply so you need to use them wisely.

More RPG aspects come in at the end of a fight, assuming you won – death is the only alternative! If an enemy used a new attack move on you, you gain the ability to use that move in your next fight. Your strength and power also increase as you gain experience. Different parts of your body – arms, legs, head, torso – have different attack and defence ratings, so if, for example, you keep using your right arm in battle, it will gain strength faster than your left arm will. To make yourself as effective a fighting machine as possible, therefore, you need to balance everything out. Besides, if you keep on



## Hybrid Huh?

*Hybrid Heaven* has a plot that would baffle Sherlock Holmes! The opening sequence makes it look as though you're going to be playing Slater – until he unexpectedly gets killed! What's going on?



The White House, close to Christmas. Wonder who took over from Clinton?



Slater watches telly in the buff. Luckily the camera doesn't tilt down.



A news report comes on – America and Russia are about to sign an arms treaty.



A mystery man tells Slater to meet Diaz, act like a human and get dressed.



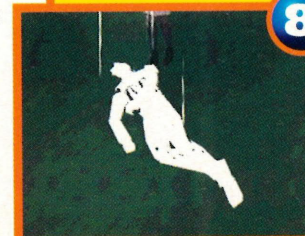
New York City – Slater struts down into a subway station for his rendezvous.



He walks right past his girlfriend without even recognising her. Typical bloke!



Suddenly, a voice in his head tells Diaz to kill Slater. Which he promptly does.



Slater falls to the ground and disintegrates. Yup, something weird's going on...



The Men In Black drag Diaz away – a fight breaks out and Diaz is thrown from the lift. Game on!



▲ This switch shuts off the forcefield to the right. Do you need to solve a puzzle to operate it? No, just take out your gun and shoot it!

walking around with a huge right arm the mutants will make fun of you.

### Ugly Muthas

*Hybrid Heaven* is a huge game. Konami reckons that it will take a first-time

## Combat takes up too much of the game...



player at least 30 hours to reach the end, and when you factor in the inevitable deaths that will knock you back to the beginning of a stage they're probably not wrong. It's also huge in a scale sense – the underground complex is vast, full of cavernous chambers packed with mysterious machinery rumbling away. This does bring up a complaint, though; there are quite a few areas where you're just slogging through miles of empty corridors a la *Turok 2*. Apart from the annoying sentry robots, which are easily disposed of with your worryingly weedy little gun, nearly all of the enemies are lurking inside rooms.

Naturally, to get through the game you have to go into all of these rooms. Although the combat system is reasonably painless (certainly compared to the drawn-out torture of a game like *Final Fantasy VII* on PlayStation) it does get tiresome when you know that to reach your next objective, you're going to have to trudge

through half a dozen more or less identical battles to get there. Most of the time fights can't be avoided once you enter a room, and if you try to stay away from the enemy and run for an exit, you'll often get hit by a 'surprise attack' where your adversary dives in from behind and inflicts even more damage on you!

What this amounts to is that combat takes up far too much of the game. You

## Fight Club

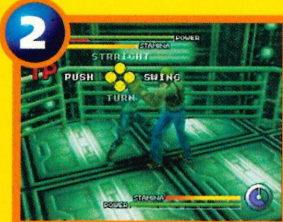
*Hybrid Heaven* even features its own beat-'em-up game! Sort of. You can either fight against any of the enemies you've met during the course of the game – the further you've got, the more choices you have – or against another player's hero. Because each game sees Slater picking up slightly different combinations of combat skills and body power-ups, even two people who have reached exactly the same stage in the game will have different strengths and weaknesses!



You choose your character by loading in a saved game from the Controller Pak.



▲ At the end of a fight, parts of your body automatically get powered-up if they got a decent workout during the battle.



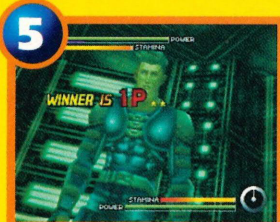
It's not a normal fighting game! The first player to attack chooses a combat move...



...and the other player quickly has to choose how they are going to defend against it.



In this case, player two totally failed to defend himself against a mighty kick. Ouch!



And Slater defeats Diaz. Who is really Slater. Told you *Hybrid Heaven* was confusing!



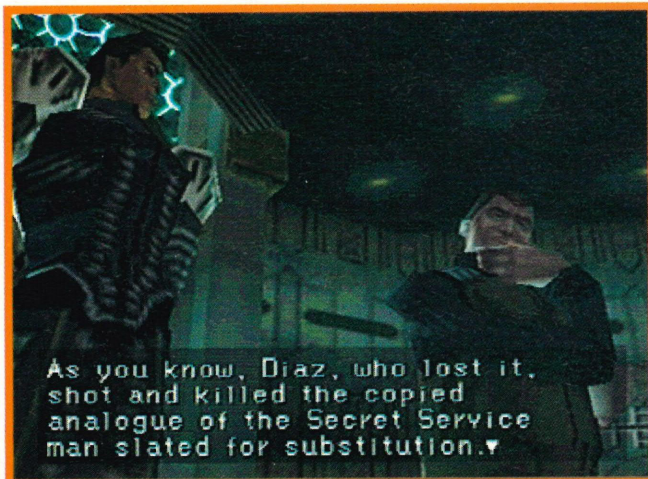
▲ A hybrid, known around the office as the 'meat horse', gives Slater a good kicking. The enemies get weirder and weirder as you progress.



▲ In some areas, the camera moves to a fixed position, as in *Resident Evil*. You can appreciate just how big and dangerous that monster is!

want to be unravelling the plot, encountering new and ever-stranger creatures and locations, outwitting the aliens and generally saving the world, but instead you end up punching out dozens of monsters that look scarily like inside-out horses. Since the strength of the enemies grows roughly in proportion to Slater's own power boosts, the further into the game you get, the longer the fights take to resolve. Though *Hybrid Heaven* is a far better game, you can't help having nasty flashbacks to the battles in *Holy Magic Century*.

► All of a sudden, *Hybrid Heaven* has turned into *WWF Summerslam*! Diaz prepares to deliver a bodyslam to a giant lizard.



▲ Wow, it's Basil Exposition from British Intelligence! Next he's going to explain how his evil master plan can be defeated by pushing the self-destruct button.

## 2nd opinion

I'm not a fan of turn-based fighting in games as a rule, but on this occasion it works pretty well. The storyline is good (despite the characters constantly over-explaining everything) and there are some cool monsters. Definitely worth a look! **ROY KIMBER**

## Rating



## Camera Shy

*Hybrid Heaven* is ultimately a game that could – should – have been awesome, but like many N64 titles it suffers from a range of small but cumulatively damaging flaws. Aside from the over-reliance on battles, the game is also affected by the poor camera – the amount of control you have over it is limited, and at times it jumps unexpectedly to a new position and leaves you unsure of exactly which direction you're facing. Not good in sticky situations!

Without an Expansion Pak the visuals tend towards the muddy side, but with it the framerate suffers considerably. Slater's controls are a bit clumsy too, and his gun is very hard to aim accurately. He's not light on his feet either, often banging into walls or blundering over mines because he can't turn fast enough.

In many ways, *Hybrid Heaven* is like a sci-fi version of *Castlevania* – not so much because of the way it plays, but because it's teetering on the brink of greatness yet doesn't quite make it. That said, it's still a good game, with an enthralling storyline and no small number of surprises along the way, so if you've completed *Zelda* and *Castlevania* this is the obvious next choice for adventure fanatics. ■

HYBRID HEAVEN

REVIEWS

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MAGAZINE

## 64 Bottom Line Controls



L: Not used

B: Map on/off

C Up: Move camera • C Down: Look • C Left: Rotate camera • C Right: Pan camera

D-Pad: Move camera

Z: Crouch/shoot

## Alternatives

*The Legend Of Zelda*: Nintendo

Reviewed: Issue 21, 96%

*Castlevania*: Konami

Reviewed: Issue 24, 85%

## Rating

## Graphics



## Audio



## Gameplay



## Challenge



## Overall

%

81

## Soundbite

A good game that could have been great if not for minor flaws.

59



64 Magazine Issue 32 1999



# Pokémon Snap

Cameras at the ready – we're going on safari!

## Ninfo

### PLAYERS



### EXPANSION PAK



### RUMBLE PAK



Publisher: Nintendo  
Developer: HAL  
Game Type: Snap-'em-up  
Origin: Japan  
Release: Out now (import)  
Price: £54.99

**P**okémon are like Nintendo's equivalent of the Borg. They're inescapable. They're unstoppable. They crush all opposition. You *will* like Pokémon! You *will* be assimilated! Resistance is futile!

Here at 64 MAGAZINE, however, we couldn't really see the reason for all the fuss over these creatures, already the stars of successful Game Boy titles.

Sure, some of the character designs were cute, but the games were simplistic and the battles as sophisticated as rock-paper-scissors. The first N64 Pokémon game, *Pocket Monsters Stadium*, didn't change our opinion – the characters might now be in full 3-D, but the combat still sucked.

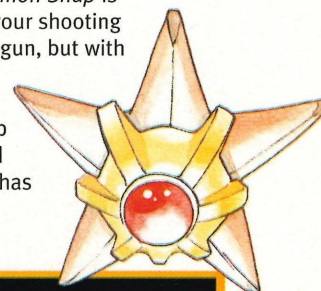
We should have known that Nintendo wouldn't give up. They want our minds just as much as our money, so as well as a multimedia onslaught intended to make Pokémon the Furbies of Christmas 1999, they've come up with different kinds of games. *Pokémon Snap* is the first of these, and already we can feel our resistance crumbling...



## Snap Happy

There's nothing much original about the format of *Pokémon Snap*. At heart, it's an on-rails shoot-'em-up, not that different in structure to *Virtua Cop* or *House Of The Dead*. You're carried through the level automatically, creatures pop up along your route, and you shoot them. Simple.

However, *Pokémon Snap* is different in that your shooting isn't done with a gun, but with a camera. You play Todd, a ginge who's a dab hand with the old Instamatic. Todd has been hired by Professor Oak to



► A pair of Pikachu have been driven out of the long grass. Make them happy and they'll do a little dance for you, scoring big points!



▲ A Rapidash dashes past... rapidly. This shot would score well, as it has other Rapidashes visible in the background.



▲ The Zero-One is Todd's transport. It's a train! It's a car! It's a boat! It's a hovercraft! It's a plane! Sadly, someone ripped off the stereo.





## Eggcellent!

Some Pokémon are hidden, and can only be drawn out once you've completed certain tasks. To make this hidden Pokémon appear, you have to enlist the help of Pikachu...



As you move along, use a trail of apples to move Pikachu closer to the egg.



When he's close enough, play the Poké flute. Pikachu does a Thundershock attack...



...which hits the egg, electrifying it and making whatever's inside jump around!



The egg explodes, revealing a Zapdos! Get your camera ready and you'll have snapped another Pokémon!



## \$64,000 Question

- ⊕ Cute 'n' cuddly
- ⊕ Easy and involving
- ⊖ Surprisingly compelling
- ⊖ Won't take long to complete
- ⊖ If you hate Pokémon, you'll loathe this!



explore Pokémon Island and catalogue all the species found there. The tree-friendly boffin has built an all-terrain vehicle, the Zero-One, to carry Todd on his travels around the island, and it's from the Zero-One that you have to snap all the Pokémon.

Pokémon Island has seven courses in all, but only the first can be explored to begin with, and the last is a fiendishly-hidden secret route containing one incredibly rare Pokémon. The courses aren't all that long, but they're surprisingly well designed, bringing *Zelda* to mind on more than one occasion. Pokémon are all around you – some, like perennial favourite Pikachu, are friendly and can be found right in the open, while others are definitely camera-shy and have to be coaxed into view. Complicating matters even more is the fact that some of the Pokémon (there are 63 species in total on the island) will only appear if you can encourage other types to evolve into them, so if you're not too familiar with the Pokémon family tree then you'll be at a disadvantage!



▲ **Pokémon Island in all its glory. It won't take you that long to open the first six courses, but getting to Rainbow Cloud can be tricky!**



items. The first of these is Pokémon Food – well, it's an apple, even though Oak claims he developed it. Maybe it's genetically modified, in which case a bunch of scruffy protesters will probably descend on Pokémon Island and trash his lab. Whatever its origin, many Pokémon like it and can be tempted to come closer to the Zero-One to eat it, which is when you have the opportunity for a really good picture.

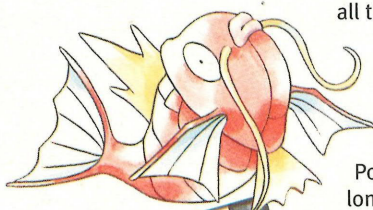
Next on the list is the Pester Ball, which releases a purple gas that

Pokémon try to move away from. If you

suspect there's a Pokémon hiding somewhere, this will draw them out. Both the apples and the Pester Balls can be thrown at Pokémon, which can be amusing for the sadistically-minded. Hit them enough times and you can even knock them out! It might sound cruel, but there are places where Pokémon have to be hit in order to reveal others.



▲ **Meet Professor Oak, the Pokémon expert! He's investigating Pokémon Island, and hires Todd to take photos of every species.**



## Memory Options

**MEMORY:**  
Saves game position, records, scores and Pokémon  
**CONTROLLER PAK:**  
N/A

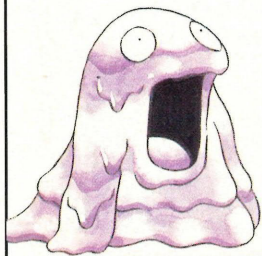
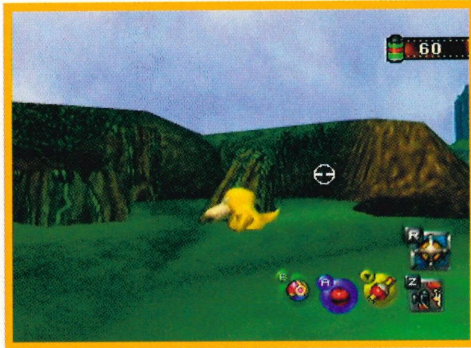
## You will like Pokémon! Resistance is futile!

▼ If you save these three Jigglypuffs from the evil Koffings, they reappear at the end of the level and sing for you!

### Candid Camera

Todd starts off equipped only with his camera, but as he photographs more Pokémon, Oak provides him with useful





The third item is the Poké Flute. A lot of Pokémon appear to be music lovers, and strut their funky stuff whenever they hear some tunes. You get a higher score for photos where the Pokémon are doing something unusual than if they're just standing there, so even if you've already taken a shot of a Pokémon, it's worth having a quick toot on the flute the next time you pass it.

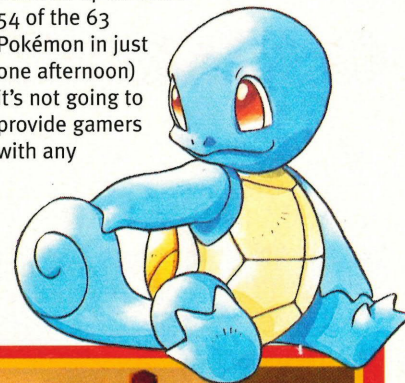
to Oak's lab and are presented with all the pictures you took. You then have to decide which picture of a particular Pokémon is the best, because you can only show Oak one shot of each species. When you've made your selection, Oak goes through them and awards points based on how good the picture is. The larger a Pokémon is in frame the better, and you also get bonus points if the

closer, or try from a different angle, or maybe there's a particular trick that you can use to draw another Pokémon out of hiding, or...

Despite being aimed at the committed *Pokémon* fan (unless you know something about the creatures, there are some parts of the game, like discovering hidden signs in the shape of various Pokémon, that would be almost impossible to complete), *Pokémon Snap* is very enjoyable, even for non-fans. Because it has almost the exact opposite objectives to other on-rails game – discover and photograph rather than blast into bloody chunks – it's actually relaxing to play. The points system keeps you coming back for 'just one more try', always a good sign in a game, and it's a surprisingly rewarding feeling when you manage to capture a new kind of Pokémon on film.

Because it's not actually that large or difficult a game (there are only seven courses in all, and we managed to open them all up and find

54 of the 63 Pokémon in just one afternoon) it's not going to provide gamers with any



## A surprisingly enjoyable way to spend your time...

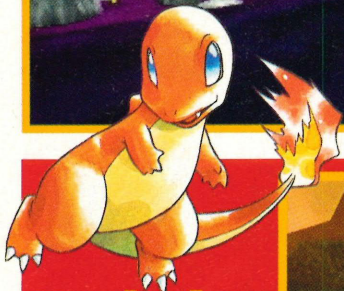
▼ 'Pokémon signs' are hidden throughout the levels. Locate them all and you will open up the very last course.

### Picture Perfect

The photography theme is what makes *Pokémon Snap* a unique experience. When you complete a course, you return

subject is doing something interesting or has other Pokémon of the same type in the shot as well.

*Pokémon Snap* is one of the few games of recent years where scoring points is a major goal, since you need to have reached a certain score in order to enter new parts of the island. It actually becomes strangely compelling after a while, because you know from Oak's comments that there might be room for improvement. If you can just get a little



### Evolution In Cold Blood

In order to get pictures of all the Pokémon, it's sometimes necessary to give evolution a helping hand.



▲ A Charmander is wandering around the edge of a lava pool.



▲ Hit him squarely with an apple and knock him into the pool...



▲ ...and he'll subsequently emerge from it as a much bigger Charizard!

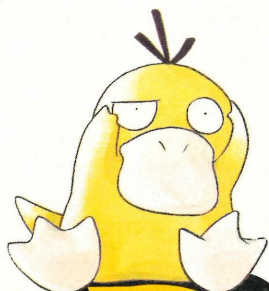
▼ Although he's found early on the first course, you can't get a decent picture of Chansey until you're given the Pokémon Food.



▼ Squirtles normally stay in the river, but you can use Pester Balls to make them come ashore. It's possible to get three or more here at once.



Supplied by:  
Project K  
Contact info:  
(0181) 508 1328



long-term challenge. But that's not really what *Pokémon Snap* is about – in the States, you can take the cart to a shop and have your best 'photos' printed out, keeping it in line with Nintendo's intention of making *Pokémon* a shared experience among friends. Obviously, since *Pokémon* is still a phenomenon at its very early stages in Britain, even if you buy this import game you're not going to be able to do any of that. Even so, it's a surprisingly enjoyable way of spending your time, which means that Nintendo's evil plan to turn us all into Pokémon drones will probably succeed! ■

## 2nd opinion

Hey, I've got a good idea for a game! It's like a shoot-'em-up, only you don't kill the monsters – you take photos of them! Okay, so it sounds strange but it really works! Who'd have thought it, a non-violent videogame! Could this be the shape of things to come? **ROY KIMBER**

Rating



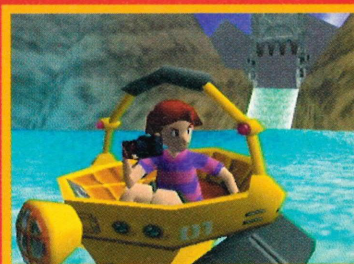
## Mankey Magic



To open the gate and access a new challenge, you need to knock the Mankey onto the switch with a Pester Ball.



Once the Mankey lands on the switch, the gate grinds open and sweeps the Zero-One into a lake.



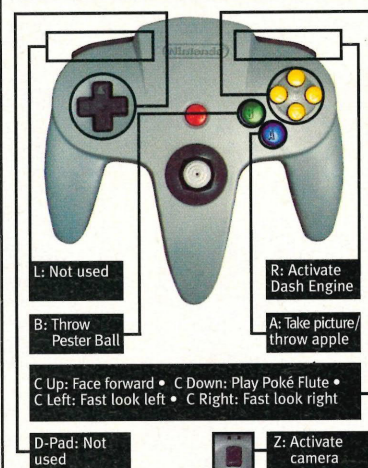
Todd gets a new mission from Oak. But how do you get the Mankey to the switch in the first place? We're not telling!

POKÉMON SNAP

REVIEWS

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MAGAZINE

## 64 Bottom Line Controls



## Alternatives

*Pocket Monsters Stadium*: Nintendo (import)  
Reviewed: Issue 19, 46%  
*Knife Edge*: THE Games  
Reviewed: Issue 22, 26%

## Rating

### Graphics



### Audio



### Gameplay



### Challenge



## Overall



88

## Soundbite

A disturbingly addictive photo safari!

63

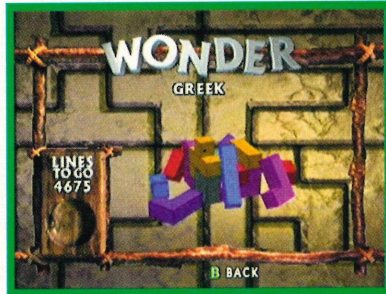


64 Magazine Issue 32 1999

# The New Tetris

Out with the old and in with the new!

► Get yourself 2500 lines and you get to see this structure – now is that exciting or is that exciting?



**Ninfo**

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer	Nintendo
Game Type	Puzzle
Origin	US
Release	Out now
Price	£39.99

**Memory Options**

MEMORY:  
Stores game stats on cart

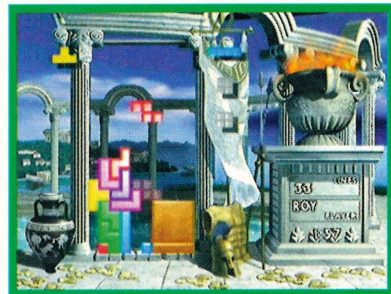
CONTROLLER PAK:  
Game stats can also be backed up on pak

**\$64,000 Question**

- It's Tetris (can't knock that!)
- Play against three friends!
- Superb audio
- Responsive controls
- It's Tetris (it's been done!)
- No earth-shattering innovations

This game needs no introduction. If you've never heard of *Tetris* then you're quite obviously from another planet, so either share your advanced technological secrets with us or push off! Anyway, *The New Tetris* is (unsurprisingly) the new *Tetris* game for the N64 – at least until the next one arrives. What you're getting with this version is three different game modes and – most importantly – a four-player option. And that's about all you need to know, so we could end the review here but as the page needs to be filled let's investigate further...

The three game modes on offer are Marathon, Sprint and Ultra. Marathon is a straightforward 'keep getting lines until you lose' scenario, Sprint has you racing against the clock to make lines



▲ Now you can take on up to three friends in exciting *Tetris* combat! Who needs Goldeneye now, eh?

▲ This is where you find out how many lines you've got to get in order to view the next 'Wonder' – just a few then!

and Ultra... well to be honest, Ultra seemed pretty much the same as Marathon except that a timer counts upwards. Each game mode can be played either solo, against the CPU or with up to three friends. The CPU opponent has five difficulty levels from Easy to Master, but isn't really a challenge even on the highest setting – unless you're rubbish at *Tetris*.

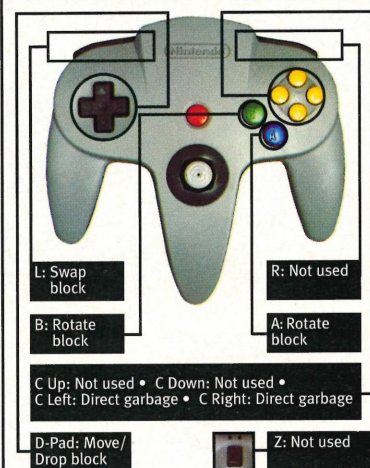
## Rope! Get Your Old Rope Here!

The audio in the game is excellent and one new feature is the 'Wonders' option. To access the first stage of this you need to get an accumulated total of 2500 lines and then you get to see an attractive flyby of a Mayan Temple and receive a new playing background. The next 'Wonder' (Greek) then needs 5000 lines, and so on.

The other unique feature *The New Tetris* offers is the chance to store one block at the side of the screen and bring it into play whenever you want, increasing the strategy element of the game. At the end of the day this is just another *Tetris* game, but with four-player mode, great audio and excellent graphics it's definitely one of the best. ■



## 64 Bottom Line Controls



## Alternatives

*Magical Tetris Challenge*: Capcom  
Reviewed: Issue 24, 65%  
*Tetrisphere*: Nintendo  
Reviewed: Issue 10, 70%

## Rating

### Graphics



### Audio



### Gameplay



### Challenge



## Overall

**80**

## Soundbite

Great game but doesn't really offer anything new.



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[illegible]

# Rat Attack

Crazy cats create cartoon capers!

▼ The easiest way to catch a rat is to use your swipe attack first to stun it, then trap it in the Eraticator before it recovers.

## Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Mindscape
Developer:	Pure
Game Type:	Arcade
Origin:	UK
Release:	December 17
Price:	£34.99



## Memory Options

MEMORY:  
N/A  
CONTROLLER PAK:  
Saves game position  
and high scores



## \$64,000 Question

- ⊕ Fast action
- ⊕ Nothing quite like it
- ⊕ Lots of levels
- ⊕ Fun multiplayer
- ⊖ Camera zooms out too far
- ⊖ Hard to distinguish objects
- ⊖ Irritating music

**R**ats. Squeaking vermin for the most part, and when their leaders have become super-intelligent as a result of being blasted into space as part of an experiment, they're really bad news! An army of supercharged rodents is running riot and destroying everything in sight – the only way the world will be saved is with the help of the Scratch Cats, feline superheroes whose stock-in-trade is rat extermination.

A very long time in the making, *Rat Attack* is one of the N64's surprisingly

## One of the most frantic N64 games!

small number of arcade-style games. If you want to compare it to something, the nearest would be a cross between the arcade oldies *Robotron* and *Qix*. The *Robotron* side of things comes from the game's format – you're trapped in a small arena with a large number of enemies and have to destroy them to escape. The *Qix* connection comes from how you destroy them – rather than use sensible



▲ When you get four people playing at once, the action becomes so frenetic that it's hard to keep track of what's going on.



▼ Power-ups appear through the game as you wipe out the rats. The speed boost sends you blasting around the place like Tazi!



options like traps, shotguns or poison gas, the Scratch Cats use a high-tech forcefield called the Eraticator. This covers a rectangular area behind each cat, expanding as they move once it's been activated, and any rat caught in the field is trapped. The challenge in the game is that it doesn't end there – once trapped, the rats then have to be taken to a second device called the Destructor. Reach the Destructor unmolested and any trapped rats are exterminated forever, but if another rat hits you while the Eraticator has occupants, they escape!

*Rat Attack's* arenas spread over several different worlds, starting in a

curiously Seventies-style house and moving to areas as varied as ancient temples and haunted houses. The rats also come in many types, thanks to the alien influence of the leaders. Some rats can mutate into other forms like vampires, devils and even the all-teeth mouth rat!

## Rats The Way I Like It

*Rat Attack* is a game that relies on speed, and it's certainly one of the more frantic N64 titles around. Even the early levels don't let you hang about, and you very soon reach stages where there are literally dozens of rats, and their more dangerous mutant counterparts, rushing around the place smashing the furniture to bits. Part of the speed is kept up by some rather



## Scratch 'N' Sniff

Each of the Scratch Cats has different abilities – some are fast, some have bigger Eraticators and some can use their special attacks more quickly. Who's your favourite moggy?



▲ One variation of the multi-player game is 'score chase' – all rats are the same colour, and the first player to get a set number of points wins.



hefty borders, an effect that had more or less disappeared from the N64 recently. The smaller rats are also represented by sprites rather than polygons, which again boosts the speed, but it does mean that the camera never moves in too close. In fact, for most of the game the camera pulls back too far – it might give you a better view of where the rats are, but it also means that everything is so tiny that it's far too easy to hit a rat and lose one of your nine lives.

This effect is made worse in the multiplayer games. Obviously the screen has to accommodate up to four people at once, but unless you're playing on a really big TV, most of the time the end result is a number of coloured blobs being chased by other coloured blobs.

This is really *Rat Attack*'s only major flaw, because it is an entertaining game when you look closely. Obviously it's no *Zelda*, but it was never meant to be – instead it's more like the old style of games that you can plug in and play for

20 minutes while waiting for a TV show to start, then switch off without any worries. The main multiplayer game isn't as good as it could be because it's a little too complex (you have to destroy rats of a certain colour while encouraging others to break things), especially with the tiny graphics, but on the whole *Rat Attack* does what it set out to do – provide an intense hit of arcade action that you can pick up and play any time. It's the hand-eye co-ordination equivalent of fast food, and, let's face it, there are times when you want nothing more than a nice juicy burger! ■

## 2nd opinion

This game is totally manic! Playing with friends is quite simply the only way to go, but the one-player mode isn't bad either. Mindless entertainment it may be, but who says there's anything wrong with that? Get out there and splat those rats! **ROY KIMBER**

## Rating



▼ The rats don't have to be killed by you. Other objects, like this lawnmower, are just as deadly if they run into a rodent.

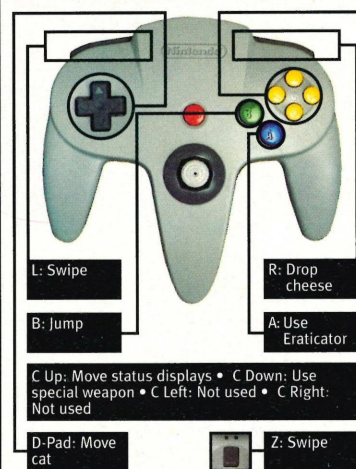


RAT ATTACK

REVIEWS

64  
MAGAZINE

## 64 Bottom Line Controls



## Alternatives

*Robotron 64*: GT Interactive  
Reviewed: Issue 17, 79%  
*Tetrisphere*: Nintendo  
Reviewed: Issue 10, 70%

## Rating

### Graphics



### Audio



### Gameplay



### Challenge

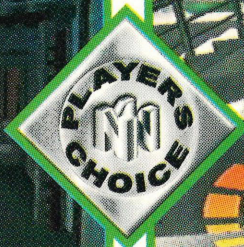


## Overall

80%

## Soundbite

Bizarre arcade action that provides a lot of rat-splating fun!



**Ninfo**

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Rare
Game Type:	Shoot-'em-up
Origin:	Issue 5
Release:	Out now
Price:	£29.99

**Memory Options**

MEMORY:  
Four save game slots

CONTROLLER PAK:  
N/A

# Goldeneye

Good evening, Mr Bond...

Games may come, and games may go, but for some reason *Goldeneye* just never seems to fade away. Why is that? Oh yeah, it's because it's a bloody brilliant game!

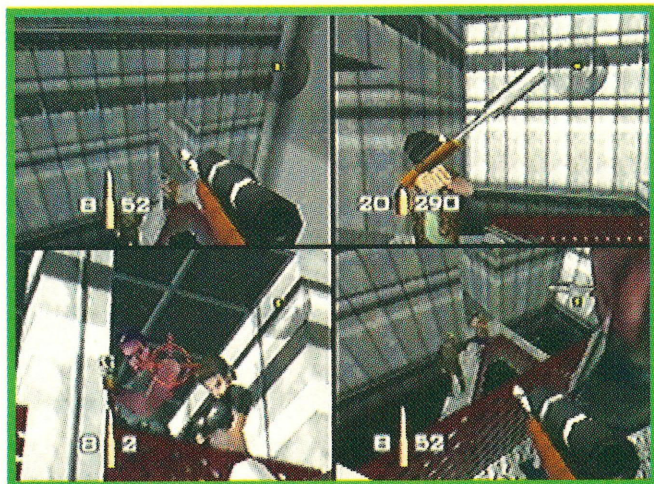
Playing James Bond, which in itself is a good start, you have to battle through 20 well-designed levels to save the world from the evil Sean Bean. That's the one-player game, which has three skill levels ranging from fairly straightforward to really, really difficult and ought to keep you occupied for quite a while.

What makes *Goldeneye* such a great game is its multiplayer mode, a frenzied four-player deathmatch that to date only *Quake II* has come close to matching. Even then, *Quake II* only has anonymous soldiers. *Goldeneye* has dozens of famous faces from the Bond films,

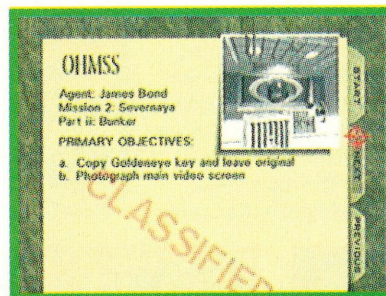


ranging from Bond himself, through *Goldeneye* characters like Xenia Onatopp and Robbie Coltrane, and on to such notorious ne'er-do-wells as Oddjob and Jaws. You always know who you've just shot – or who shot you!

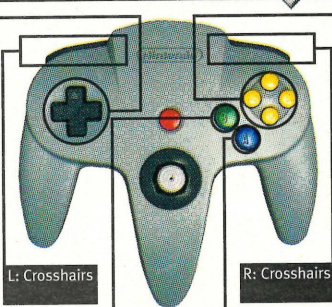
Two years after it was released, *Goldeneye* is still one of the very best games the N64 has to offer. Sure, there may be an occasional spot of slowdown, and the graphics may not be as sharp as some newer games, but the gameplay at its core is just as effective today as it was in 1997. In all honesty, the only game we expect to beat it is its own pseudo-sequel, *Perfect Dark*. If for some reason you don't already own *Goldeneye*, rush out and buy it. Now! Now! ■



▲ Four-player *Goldeneye* – it's still the best reason to buy an N64, at least until *Perfect Dark* shows its face...



## 64 Bottom Line Controls



L: Crosshairs

R: Crosshairs

B: Open doors

A: Switch weapons

C Up: Look up/zoom in • C Down: Look down/zoom out • C Left: Strafe left • C Right: Strafe right

D-Pad: Look

Z: Fire/use item

## Alternatives

*Quake II*: Activision  
Reviewed: Issue 30, 93%  
*Shadowman*: Acclaim  
Reviewed: Issue 30, 92%

## Rating Graphics



## Audio



## Gameplay



## Challenge



## Overall %

95

## Soundbite

Still one of the very best N64 games money can buy!

# Super Mario 64

Become the plumber's mate!



**Ninfo**

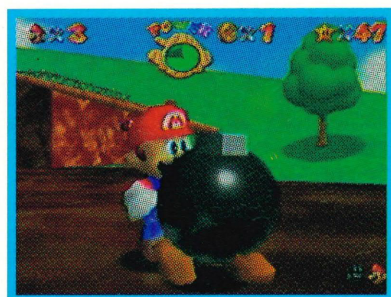
PLAYERS



**Publisher:** Nintendo  
**Developer:** Nintendo  
**Game Type:** Platform adventure  
**Origin:** Issue 1  
**Release:** Out now  
**Price:** £29.99



**MEMORY:**  
Four save game slots  
**CONTROLLER PAK:**  
N/A

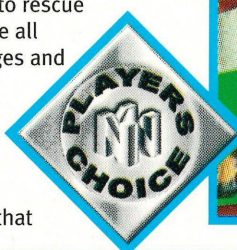


**S**uper Mario 64 was the N64's first ever game, and to be honest it's one that has been quite hard to live up to. Now that 3-D environments have become commonplace its once-revolutionary visuals don't pack the same punch any more, but even games that came along much later (*Banjo-Kazooie*, for example) and looked a lot more impressive on the surface turned out not to have the same depth of gameplay.

Created by Nintendo's gaming mastermind Shigeru Miyamoto, *Super Mario 64* is a game where there can be as much fun to be had just wandering around and experimenting with everything you find, as by getting stuck straight in and trying to rescue the Princess. There are all kinds of mini-challenges and sub-games to play in amongst the platform adventuring, and although completing the game for the first time isn't actually all that

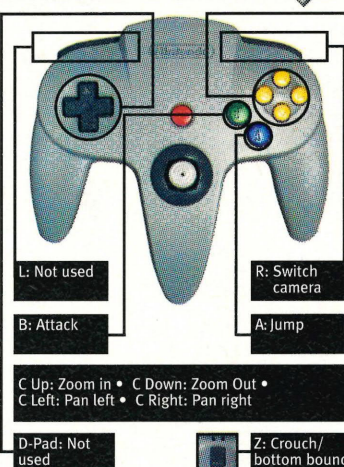
difficult, it's unlikely you'll see everything *Super Mario 64* has to offer even the second time around.

Nintendo put a great deal of time and effort into making sure that *Super Mario 64* was the perfect launch title for their machine – easily accessible with a nice gentle learning curve for first-time players, yet with enough challenge to keep people coming back – and it shows even now. First game on the machine it may be, yet it keeps on hammering most pretenders into the ground. Mario's still got it! ■



▲ Near the beginning of the game, Mario meets a familiar face from his previous adventures. Koopa challenges you to a race – are you up for it?

## 64 Bottom Line Controls



## Alternatives

*Banjo-Kazooie*: Nintendo  
Reviewed: Issue 15, 90%  
*Glover*: Hasbro  
Reviewed: Issue 20, 85%

## Rating Graphics



## Audio



## Gameplay



## Challenge



## Overall %

92

## Soundbite

A great game at a lower price. Why did it take so long?

Written by:  
Andy McDermott

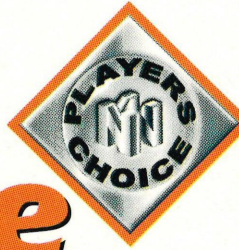
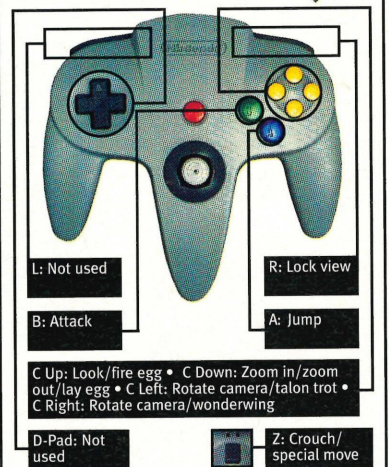
69



64  
MAGAZINE  
SIZZLER

## Banjo-Kazooie

Learn all about the birds and the, er, bears!

64 Bottom Line  
MAGAZINE Controls

## Alternatives

*Super Mario 64*: Nintendo  
Reviewed: Issue 1, 92%  
*Glover*: Hasbro  
Reviewed: Issue 20, 85%

Rating  
Graphics

## Audio



## Gameplay



## Challenge



## Overall



90

## Soundbite

Entertaining and slick, if not long-lasting, platform adventure.

**Ninfo**

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer	Rare
Game Type	Platform
Origin	Issue 16
Release	Out now
Price	£29.99

**Memory Options**

MEMORY:  
Three save slots

CONTROLLER PAK:  
N/A

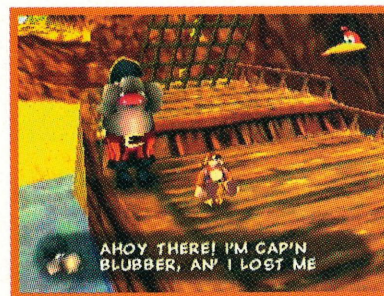
**W**hen it first appeared on the N64 last year, *Banjo-Kazooie* seemed like it was *Super Mario 64*, but taken to the next level. The game was bigger, made better use of the console's special effects, had more impressive graphics and all in all appeared to show what a difference an extra two years in development could make.

Now that it's been re-released as part of the Players' Choice range, how does *Banjo-Kazooie* fare? The first thing that springs to mind is that *Banjo-Kazooie* is easier to complete than *Mario*. The second thing is that it has proven to have less replay value than the plumber's first N64 outing. *Banjo* has a fairly linear structure that means you see just about everything the game has to offer in the process of completing it, unlike *Mario*, which positively

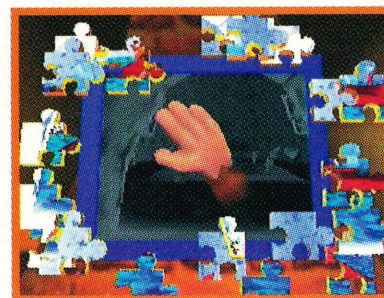


encourages additional exploration. Yes, we know that there are secrets than can only be accessed when Rare's sequel, *Banjo-Tooie*, comes out, but that could be as much as a year from now.

This doesn't mean that *Banjo-Kazooie* isn't great fun while it lasts, though. An awful lot of effort and imagination, not to mention humour, has been put into the game, and it's fun to wander through the enormous levels and spot all the bits that other games have since ripped off. *Banjo-Kazooie* offers enough challenge and charisma to keep you playing, but in the long run it doesn't have quite as much depth as *Super Mario 64*. ■



▲ *Banjo-Kazooie* is full of extremely bizarre characters, like Cap'n Blubber the hippopotamus pirate!



▲ This puzzle board on the Treasure Trove Cove level is the key to accessing the game's numerous cheats!



# 1080° Snowboarding

Catch some righteous air, dude!

**Ninfo**

**PLAYERS**

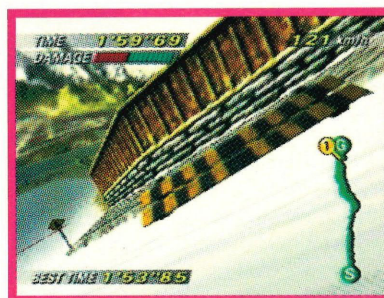
**EXPANSION PAK**

**RUMBLE PAK**

Publisher	Nintendo
Developer	Nintendo
Game Type	Racer
Origin	Issue 12
Release	Out now
Price	£29.99

If you've ever wanted to hit the slopes on a snowboard, but didn't fancy wearing a daft hat or having to yell "Extreeeeeeeeeee!" at the top of your voice, *1080° Snowboarding* is the game for you! It's as close to the experience of real snowboarding as you're likely to get at home. All you need is someone to drop crushed ice down your neck when you fall over and you're there.

*1080°*'s success is down to its superb control system, which has yet to be bettered on any machine. The analogue stick gives you perfect control over your boarder, letting you crouch, lean and even balance yourself in mid-air. The different types of snow make a clear difference to how well you



can turn, and it's also one of the few games where the Rumble Pak actually aids gameplay, the vibration changing according to what kind of surface you're racing over.

On the downside, the multiplayer game only offers a measly two-player mode (unlike the other Players' Choice snowboarding game, *Snowboard Kids*) and there aren't actually all that many courses. The computer-controlled players also resort to cheating in order to stay right on your tail at all times – it may keep your adrenaline levels high, but it is frustrating to realise that an opponent who was wiped out a few seconds before is right on your tail again.

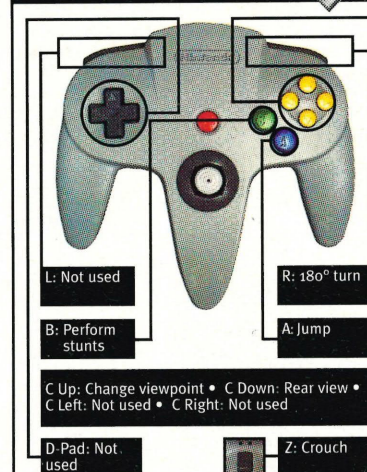
Despite these annoyances, *1080° Snowboarding* is an extremely good game. If winter sports are at all your thing, it's well worth a try. ■

**Memory Options**

MEMORY:  
Saves tracks, records and one Time Trial ghost

CONTROLLER PAK:  
N/A

## 64 Bottom Line Controls



## Alternatives

*Snowboard Kids*: THE Games

Reviewed: Issue 11, 83%

*Twisted Edge Snowboarding*: THE Games

Reviewed: Issue 22, 70%

## Rating Graphics



## Audio



## Gameplay



## Challenge



## Overall

**82**

**Soundbite**  
The ultimate snowboarding simulation!



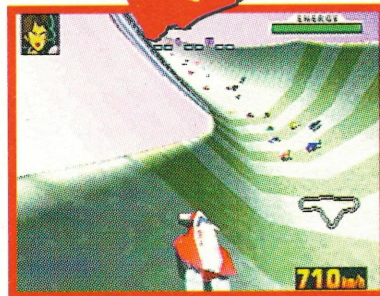
## F-Zero X 64

It's a rush!

If pure speed is what you want, then *F-Zero X* is a game that you absolutely must have in your collection. Forget the fact that it has all the graphical zap of a potato painting – everything even slightly non-essential has been stripped out of *F-Zero X* to make it the fastest, twistiest, most dizzying racer on the N64.

Set in the future, *F-Zero X* is all about racing hovercars. If you've seen the *Wipeout* games and thought those were fast, that's not really adequate preparation for *F-Zero X*. Running at an almost constant 60 frames per second, twice as fast as practically any other N64 game, it's a title where skill and reflexes are all-important. Even in the four-player game *F-Zero* never slows down, though the computer-controlled cars (there are 29 in all in the one-player mode) are noticeably missing from the track.

The game offers near-limitless challenge, since as well as the 24 standard tracks, there is also a random



track generator that provides a more or less infinite set of courses to race. The other cars are a cut above the normal adversaries, and they'll try any dirty trick to keep ahead of you. If you're on an open section of track, they'll even try to knock you off!

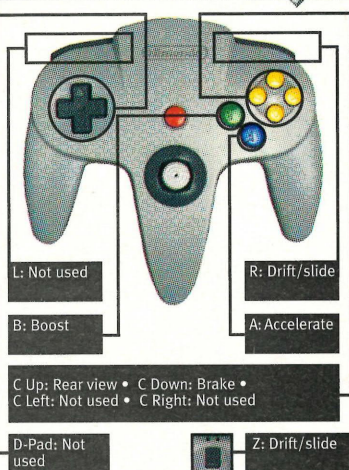
*F-Zero X* is one of the most unfairly overlooked N64 classics, because its minimalistic visuals put a lot of people off. Don't be fooled – this is one of the most heart-pounding games around!



▲ The tracks twist and loop over on themselves very quickly – if you're prone to motion sickness, have a bag handy!



## 64 Bottom Line Controls



## Alternatives

*Wipeout 64*: Midway  
Reviewed: Issue 21, 80%  
*Star Wars: Episode 1 Racer*: Nintendo  
Reviewed: Issue 28, 90%

## Rating Graphics



## Audio



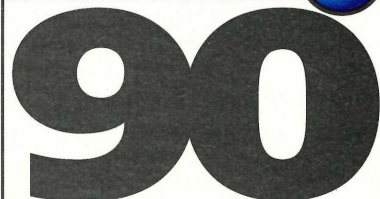
## Gameplay



## Challenge



## Overall



## Soundbite

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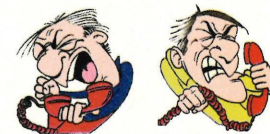
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# cheat central

Cheat Central only prints the very latest cheats and tips for the N64; if you want to check out older cheats, our sister magazine *64 Solutions* contains a regularly updated archive of top tips. Alternatively, you can go online and browse the online database of cheats at <http://www.totalgames.net>

## PLAYERS' GUIDE

### Mario Golf

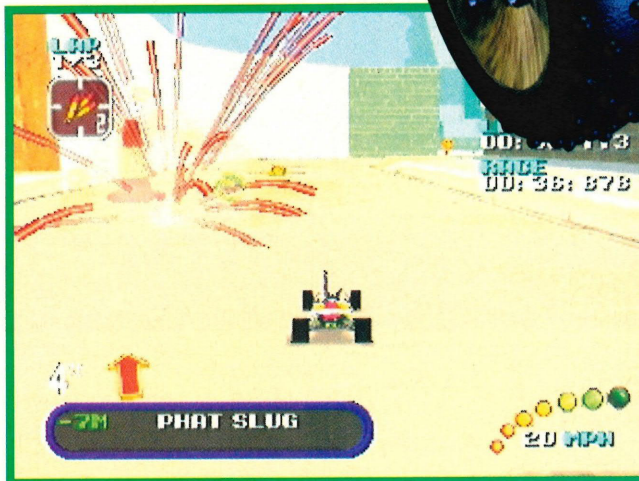
82

Get your score under par with our course guide!



## RE-VOLT

One of the most recent and most enjoyable racing games on the N64 so far, here's how to get the most out of it...



### Bonus Cars And Tracks

Complete any race in first position to unlock bonus cars and tracks. The speed of the bonus cars and difficulty of the bonus tracks depends on difficulty level of the track that was completed.

### Reversed Tracks

Beat the times in Time Trial mode on all the normal tracks in all the circuits.

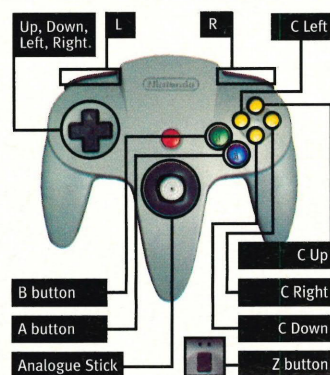
### Mirrored Tracks

Beat the times in Time Trial mode on all the reversed tracks in all the circuits.

### Mirrored Reversed Tracks

Beat the times in Time Trial mode on all the mirrored tracks in all the circuits.

### Pad at a glance



### THE NEW TETRIS

We found that the Master mode wasn't really that much of a challenge, so if you want a bit more of a trial then try speeding things up with the following code...

#### Super-Fast Mode

Enter your name on the one-player Name Entry screen as **2FAST4U** and then see if you can keep up!

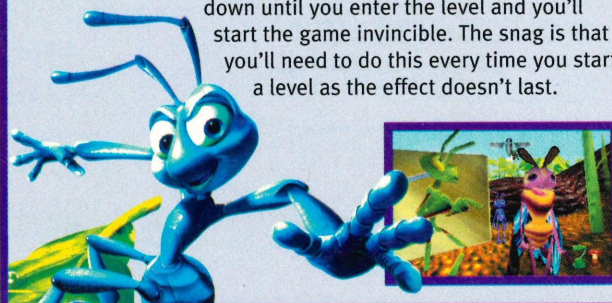


## A BUG'S LIFE

This game still has yet to make an official UK appearance but there's bound to be those of you who've gone out and bought it on import – so here's another cheat!

#### Invincibility

Select a level from the Level Select menu and when the level description appears hold down **L**, **R** and **Z**. Keep them held down until you enter the level and you'll start the game invincible. The snag is that you'll need to do this every time you start a level as the effect doesn't last.



## COMMAND AND CONQUER

The first top-down strategy game to reach the N64, and it's a goody! Here are a few tips to help you perfect your tactical planning.

### Money Saving Methods

If you find yourself needing to build various things but are a little short on cash, try some of these handy tips for keeping the coffers filled:

- To build up a healthy supply of Orca helicopters, construct helipads rather than the actual choppers themselves. Then scrap the helipad which leaves you just the Orca and saves you \$550.
- If you need more power then forget about building an advanced Power Plant and build two normal Power Plants instead. Not only will you save yourself \$100 but you'll be able to keep them for longer as the normal ones have better armour than the advanced ones.
- If you've got no morals, send a small band of troops into any civilian village and get them to blow up the local church then search the rubble afterwards to find \$200!



## LODE RUNNER 3D

A superbly-tricky puzzle game with some really challenging levels. If you get stuck on this game then the following cheat might come in very handy!

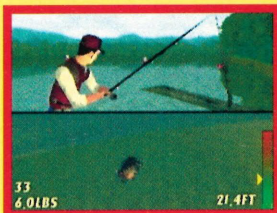
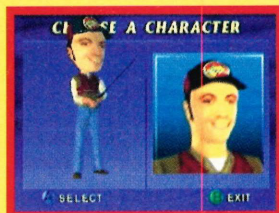
### Level Select

Pause the game and hold down Z then press R, B, A, B, A, C Up, C Down, C Left, C Right, C Up, C Down, C Left, C Right. The words "Unlock Worlds" should appear after which you need only select the option "Yes" to open up all the levels.



## IN FISHERMAN BASS HUNTER 64

We'll be reviewing the UK version of this next issue, but in the meantime for those of you that've already picked it up on import, here are a few handy codes.



### Secret Codes

Enter any of these codes on the Cheat Code screen in the Options menu for the indicated result:

### Effect

Open All Lakes  
Energetic Fish  
Big Head Mode  
Attract More Fish  
Better Camera View  
Free Money  
Better Boat  
Free Fish  
Display Catchable Fish  
Bigger Fish  
Better Fish Radar  
Win Immediately  
No Competitors  
No Line Snagging  
Absolutely No Penalties  
Silly Noises  
Slower Boat  
Bathtub Fishing  
Unbreakable Line

### Code

ALLDLAKES  
HAPPYFISH  
HEADADBIGA  
SUPERLURE  
GIMMEDVIEW  
ALLDCASH  
HYPERBOAT  
GIMMEDFISH  
WHEREFISH  
MONDOFISH  
FISHMAN  
IWINIWIN  
NOCOMP  
BAGDSNAGS  
NOPENALTY  
SILLYSOUNDS  
WHATADRAG  
RUBADUBDUB  
SUPERSTRING

## RUGRATS SCAVENGER HUNT

If you're a fan of strangely-drawn babies then this next cheat might be of interest to you!

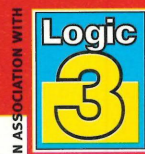
### Secret Level

Hold down L and R on the title screen then press A to bring up the password screen. Put in Z, A, A, B, R, L as your password to enter a secret level which is hidden inside Angelica's Temple.



# 64 ScoreZone

MAGAZINE



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## Take your place on the paper podium that is... ScoreZone!

This issue sees the return of one of the most popular sections of Scorezone, the pinboard! We've been absolutely inundated with mugshots but we want more so keep them coming. The Ultimate Player accolade this time around goes to Adam Tucker from Great Yarmouth for his record scores on *Mario Kart*, *Wave Race* and *1080 Snowboarding* – well done Adam, your joypad and memory card are on the way! We're still waiting for the *Quake II* time trial challenge (set in issue 30) to be completed though, so get out there and get fragging!

## ENTER THE ZONE!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time

- List all your scores on a sheet of paper along with your name and address
- Send the proof of your prowess to:

**64 ScoreZone**  
**64 MAGAZINE**  
**Paragon House**  
**St Peter's Road**  
**Bournemouth, BH1 2JS.**

- Include an SAE if you want your photos/videos back

## Snowboard Kids

### ROOKIE MOUNTAIN

0:26:43 Rob Pierce, Salisbury  
 0:26:56 Kevin Seeney, Bury St Edmunds  
 0:26:60 Chris Dawson, New South Wales  
 0:26:63 Kenneth Dundas, Arbroath  
 0:26:90 Philip Longhurst, Sudbury

### BIG SNOWMAN

1:37:23 Kevin Seeney, Bury St Edmunds  
 1:37:43 Rob Pierce, Salisbury  
 1:38:56 Philip Longhurst, Sudbury  
 1:39:30 Jay Scott, Fort William  
 1:41:26 David Dennison, Welwyn Garden City

### SUNSET ROCK

1:34:80 Philip Longhurst, Sudbury  
 1:35:23 Kevin Seeney, Bury St Edmunds  
 1:37:64 Jay Scott, Fort William  
 1:38:50 Rob Pierce, Salisbury  
 1:40:56 John Brennan, Bicester



### NIGHT HIGHWAY

1:29:36 Kevin Seeney, Bury St Edmunds  
 1:31:43 John Lambregts, The Netherlands  
 1:31:20 Chris Dawson, New South Wales  
 1:31:60 Rob Pierce, Salisbury  
 1:32:66 Kenneth Dundas, Arbroath  
 1:33:00 John Dick, Uddingston  
 1:33:01 Andy Murray, Bournemouth

### GRASS VALLEY

1:41:03 Kevin Seeney, Bury St Edmunds  
 1:42:26 Rob Pierce, Salisbury  
 1:43:43 Chris Dawson, New South Wales  
 1:44:86 Kenneth Dundas, Arbroath  
 1:45:43 John Lambregts, The Netherlands

### DIZZY LAND

1:35:83 Kevin Seeney, Bury St Edmunds  
 1:36:20 John Lambregts, The Netherlands  
 1:36:43 Rob Pierce, Salisbury  
 1:36:83 Philip Longhurst, Sudbury  
 1:37:33 Jay Scott, Fort William

### QUICKSAND VALLEY

01:34:30 Kevin Seeney, Bury St Edmunds  
 01:36:46 Chris Dawson, New South Wales  
 01:37:10 Rob Pierce, Salisbury  
 01:37:40 John Lambregts, The Netherlands  
 01:37:83 Kenneth Dundas, Arbroath

### SILVER MOUNTAIN

01:45:63 Kevin Seeney, Bury St Edmunds  
 01:45:80 John Lambregts, The Netherlands  
 01:46:16 Philip Longhurst, Sudbury  
 01:46:63 Jan-Erik Spangberg, Sweden  
 01:46:86 Kenneth Dundas, Arbroath

### NINJA LAND

0:22:93 John Lambregts, The Netherlands  
 0:23:06 Rob Pierce, Salisbury  
 0:23:73 Philip Longhurst, Sudbury  
 0:23:93 Kevin Seeney, Bury St Edmunds  
 0:24:50 Kenneth Dundas, Arbroath

### ANIMAL LAND TRICK SCORE

5520 Robert Gallagher, Southampton  
 4484 Kevin Seeney, Bury St Edmunds  
 4352 Joe Young, Bickerton  
 2780 Mike Hutton, Kingswear  
 2704 Mike Brear, Wirral

## Legend Of Zelda

### BIGGEST FISH

24 Pounds Harris Shackleton, Halifax



24 Pounds Matthew Thompson, Cookham  
 23 Pounds Leigh Maddox, Cheshunt  
 21 Pounds Antonio Debs, Tripoli  
 20 Pounds Adam Green, Stoke-On-Trent

### MARATHON RACE

1:02 Philip Longhurst, Sudbury  
 1:03 Mark Nicol, Western Australia  
 1:06 Matthys ten Ham, The Netherlands  
 1:12 Ned Pendleton, Brackley

### HORSE RACE

0:46 Mark Nicol, Western Australia  
 0:47 Matthys ten Ham, The Netherlands  
 0:47 Philip Longhurst, Sudbury  
 0:49 Ned Pendleton, Brackley

### HORSEBACK ARCHERY

2000 points Mark Nicol, Western Australia  
 2000 points Matthys ten Ham, The Netherlands  
 1190 points Ned Pendleton, Brackley

## Star Wars: Rogue Squadron

### AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake  
 01:01 Ben Webster, Millbridge  
 01:05 Paul Nicholls, Coventry  
 01:22 John Brennan, Bicester  
 02:17 Matthew Griggs, Ipswich

### RENDEZOUS ON BARKHESH

05:10 Paul Nicholls, Coventry  
 05:19 Richard Dunn, New Leake  
 05:19 John Brennan, Bicester

### THE SEARCH FOR THE NONNAH

03:31 Richard Dunn, New Leake  
 04:30 John Brennan, Bicester  
 04:36 Paul Nicholls, Coventry

### THE JADE MOON

01:02 Richard Dunn, New Leake  
 01:36 Paul Nicholls, Coventry  
 01:50 Ben Webster, Millbridge  
 02:45 John Brennan, Bicester

### DEFECTION AT CORELLIA

09:09 John Brennan, Bicester

### THE LIBERATION OF GERRARD V

04:04 Richard Dunn, New Leake  
 04:39 John Brennan, Bicester

### IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake  
 02:27 John Brennan, Bicester

### ASSAULT ON KILE II

01:55 Richard Dunn, New Leake

### RESCUE ON KESSEL

0:24 Richard Dunn, New Leake  
 0:34 John Brennan, Bicester  
 0:37 Paul Nicholls, Coventry  
 0:41 Oliver Lonsdale, West Bridgeford

### PRISONS OF KESSEL

07:36 Richard Dunn, New Leake  
 09:01 John Brennan, Bicester

### BATTLE ABOVE TALORAAN

02:02 Danny Dunn, New Leake  
 06:18 John Brennan, Bicester

### ESCAPE FROM FOST

06:21 John Brennan, Bicester

### BLOCKADE ON CHANDRILA

05:11 John Brennan, Bicester  
 05:25 Richard Dunn, New Leake

### RAID ON SULLUST

01:43 Richard Dunn, New Leake

### MOFF SEERDON'S REVENGE

04:08 John Brennan, Bicester  
 05:50 Paul Nicholls, Coventry

### THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake

### BATTLE OF HOTH

03:18 Danny Dunn, New Leake

### THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake  
 01:58 Ben Webster, Millbridge  
 02:16 John Brennan, Bicester

## Top Gear Rally

### COASTLINE

02:25:83 Gavin Deadman, Biggin Hill  
 02:34:75 Chris La Rosa, Hundleton  
 02:37:07 Chris Dunn, New Leake  
 02:39:50 Kristoffer Thorbjornsen, Scotland  
 03:40:42 Jason Larosa, Pembroke

### STRIP MINE

02:02:00 Andrew Wetherell, Sandhurst  
 02:04:20 Chris La Rosa, Hundleton  
 02:43:03 Chris Dunn, New Leake  
 02:52:79 Jason Larosa, Pembroke  
 02:59:43 Jan-Erik Spangberg, Sweden



### JUNGLE

03:24:50 Gavin Deadman, Biggin Hill  
 03:29:74 Chris La Rosa, Hundleton  
 04:15:73 Chris Dunn, New Leake  
 05:10:74 Jason Larosa, Pembroke  
 05:14:02 Andy Green, Kent

### MOUNTAIN

03:59:70 Gavin Deadman, Biggin Hill  
 04:11:05 Chris La Rosa, Hundleton  
 04:52:82 Chris Dunn, New Leake  
 06:13:83 Andy Green, Kent  
 06:29:16 Kuljit S Athwal, Dundee

### DESERT

03:53:54 Gavin Deadman, Biggin Hill  
 04:02:57 Chris La Rosa, Hundleton  
 04:45:18 Chris Dunn, New Leake  
 05:56:59 Andy Green, Kent  
 06:05:43 Kuljit S Athwal, Dundee

## Banjo-Kazooie

### SPIRAL MOUNTAIN

0:02:25 Niall Hickey, County Waterford

### MUMBO'S MOUNTAIN

0:05:28 Kevin Seeneey, Bury St Edmunds  
0:06:30 Danny Dunn, New Leake  
0:06:40 Jan-Erik Spangberg, Sweden  
0:08:17 Niall Hickey, County Waterford  
0:08:18 Jon Quarrie, Stapleford

### TREASURE TROVE COVE

0:10:50 Jan-Erik Spangberg, Sweden  
0:11:06 Richard Dunn, Boston  
0:12:01 Niall Hickey, County Waterford  
0:12:21 Kevin Seeneey, Bury St Edmunds  
0:17:07 Jon Quarrie, Stapleford

### MAD MONSTER MANSION

0:14:15 Jan-Erik Spangberg, Sweden  
0:15:48 Kevin Seeneey, Bury St Edmunds  
0:18:16 Niall Hickey, County Waterford  
0:26:09 Ingvar Gunnarsson, Iceland

### BUBBLELOOP SWAMP

0:15:02 Kevin Seeneey, Bury St Edmunds  
0:15:19 Jan-Erik Spangberg, Sweden  
0:18:07 Niall Hickey, County Waterford  
0:21:01 Richard Dunn, Boston  
0:28:04 Ingvar Gunnarsson, Iceland

### CLANKER'S CAVERN

0:08:47 Kevin Seeneey, Bury St Edmunds  
0:11:36 Niall Hickey, County Waterford  
0:12:21 Jan-Erik Spangberg, Sweden  
0:13:49 Richard Dunn, Boston

0:19:52 Ingvar Gunnarsson, Iceland

### CLICK CLOCK WOOD

0:32:25 Jan-Erik Spangberg, Sweden  
0:42:05 Niall Hickey, County Waterford  
0:43:46 Kevin Seeneey, Bury St Edmunds

### RUSTY BUCKET BAY

0:13:30 Kevin Seeneey, Bury St Edmunds  
0:15:25 Jan-Erik Spangberg, Sweden  
0:16:14 Niall Hickey, County Waterford  
0:28:38 Ingvar Gunnarsson, Iceland

### FREEZEZY PEAK

0:13:34 Kevin Seeneey, Bury St Edmunds  
0:15:25 Jan-Erik Spangberg, Sweden  
0:19:40 Richard Dunn, Boston  
0:22:41 Niall Hickey, County Waterford  
0:30:51 Ingvar Gunnarsson, Iceland

### Gobi's Valley

0:14:44 Kevin Seeneey, Bury St Edmunds  
0:15:48 Jan-Erik Spangberg, Sweden  
0:16:44 Niall Hickey, County Waterford  
0:33:23 John Brennan, Bicester  
0:33:25 Iain Russell, Newbury

### GRUNTILDA'S LAIR

1:14:30 Niall Hickey, County Waterford  
8:06:56 Gautam Rishi, Gerrards Cross

### 100 JIGGIES, 900 NOTES

2:46:17 Kevin Seeneey, Bury St Edmunds  
2:53:54 Jan-Erik Spangberg, Sweden  
3:38:52 Mark Nicol, Western Australia  
4:46:00 Ingvar Gunnarsson, Iceland

## Turok Training Level

### TUROC TRAINING LEVEL

2:12 Michael Williams, Exeter  
2:20 Richard Dunn, New Leake  
2:44 Ben Webster, Liversedge  
2:53 Alan Owen, Chelmsford  
2:58 Ingvar Gunnarsson, Iceland

## Chameleon Twist

### JUNGLE LAND

0:3:15 Robert Gallagher, Southampton  
0:3:25 Zack King, Surrey  
0:4:50 Jeffrey Van Der Aa, The Netherlands

### ANT LAND

0:9:27 Robert Gallagher, Southampton

## F-1 WGP Fastest Laps

### ALBERT PARK, AUSTRALIA

0:35:08 Sam Doyle, Glossop  
0:41:68 Chris Dunn, New Leake  
0:53:05 Neil Jarman, Cottingham  
0:53:69 Jan-Erik Spangberg, Sweden  
1:03:61 William Steed, Greenhithe

### INTERLAGOS, BRAZIL

0:39:24 Chris Dunn, New Leake  
0:46:65 Neil Jarman, Cottingham  
0:47:40 Jan-Erik Spangberg, Sweden  
1:00:52 Kristoffer Thorbjornsen, Kirkcaldy  
1:01:69 Alan Dundas, Arbroath

### BUENOS AIRES, ARGENTINA

0:38:63 Chris Dunn, New Leake  
0:46:75 Jan-Erik Spangberg, Sweden  
0:48:25 Neil Jarman, Cottingham  
1:05:06 Kristoffer Thorbjornsen, Kirkcaldy  
1:05:26 Alan Dundas, Arbroath

### IMOLA, SAN MARINO

0:43:72 Chris Dunn, New Leake  
0:55:05 Neil Jarman, Cottingham  
0:55:37 Jan-Erik Spangberg, Sweden  
1:06:96 Kristoffer Thorbjornsen, Kirkcaldy  
1:08:40 Alan Dundas, Arbroath

### MONT CARLO, MONACO

0:42:68 Chris Dunn, New Leake  
0:51:03 Neil Jarman, Cottingham  
0:51:69 Jan-Erik Spangberg, Sweden  
1:00:68 Sean Devereux-Cooke, Witham  
1:00:89 Alan Dundas, Arbroath

### BARCELONA, SPAIN

0:47:79 Chris Dunn, New Leake  
0:51:61 Jan-Erik Spangberg, Sweden  
0:58:04 Neil Jarman, Cottingham  
1:08:08 Kristoffer Thorbjornsen, Kirkcaldy  
1:09:19 Alan Dundas, Arbroath

### MONTREAL, CANADA

0:37:80 Chris Dunn, New Leake  
0:45:47 Neil Jarman, Cottingham  
0:45:48 Andy Green, Sittingbourne  
0:48:69 Jan-Erik Spangberg, Sweden  
0:58:89 Alan Dundas, Arbroath

### MAGNY-COURS, FRANCE

0:34:54 Chris Dunn, New Leake  
0:45:51 Andy Green, Sittingbourne  
0:46:81 Jan-Erik Spangberg, Sweden  
0:48:53 Neil Jarman, Cottingham  
0:58:53 Alan Dundas, Arbroath

### SILVERSTONE, GREAT BRITAIN

0:39:19 Chris Dunn, New Leake  
0:49:64 Jan-Erik Spangberg, Sweden  
0:54:35 Neil Jarman, Cottingham  
1:01:25 Alan Dundas, Arbroath  
1:01:92 Matthys ten Ham, The Netherlands

### HOCKENHEIM, GERMANY

0:43:48 Sam Doyle, Glossop  
0:46:12 Chris Dunn, New Leake  
0:48:92 Andy Green, Sittingbourne  
1:02:45 Neil Jarman, Cottingham  
1:03:54 Jan-Erik Spangberg, Sweden

### HUNGARORING, HUNGARY

0:44:12 Chris Dunn, New Leake  
0:45:29 Jan-Erik Spangberg, Sweden  
0:46:67 Neil Jarman, Cottingham  
0:48:64 Andy Green, Sittingbourne  
1:00:84 Chris Devereux-Cooke, Witham

### SPA-FRANCORCHAMPS, BELGIUM

1:03:82 Chris Dunn, New Leake  
1:12:35 Sam Doyle, Glossop  
1:13:25 Andy Green, Sittingbourne  
1:13:63 Jan-Erik Spangberg, Sweden  
1:24:66 Kristoffer Thorbjornsen, Kirkcaldy

### MONZA, ITALY

0:44:00 Chris Dunn, New Leake  
0:48:03 Andy Green, Sittingbourne  
0:52:77 Neil Jarman, Cottingham  
0:53:36 Jan-Erik Spangberg, Sweden  
1:04:40 Alan Dundas, Arbroath

### A1-RING, AUSTRIA

0:41:04 Chris Dunn, New Leake  
0:43:28 Jan-Erik Spangberg, Sweden  
0:49:16 Neil Jarman, Cottingham  
0:55:93 Matthys ten Ham, The Netherlands  
0:56:84 Alan Dundas, Arbroath

### NURBURGRING, LUXEMBOURG

0:43:55 Chris Dunn, New Leake  
0:47:77 Jan-Erik Spangberg, Sweden  
0:49:37 Neil Jarman, Cottingham  
1:02:20 Jon Quarrie, Stapleford  
1:02:95 Sean Devereux-Cooke, Witham

### SUZUKA, JAPAN

0:57:52 Richard Stout, Salford  
0:58:32 Chris Dunn, New Leake  
1:02:42 Andy Green, Sittingbourne  
1:03:18 Jan-Erik Spangberg, Sweden  
1:04:25 Neil Jarman, Cottingham

### JEREZ, EUROPE

0:48:09 Chris Dunn, New Leake  
0:50:20 Jan-Erik Spangberg, Sweden  
0:54:40 Neil Jarman, Cottingham  
1:05:44 Alan Dundas, Arbroath  
1:05:58 Jon Quarrie, Stapleford

### BONUS TRACK

0:34:74 Chris Dunn, New Leake  
0:38:71 Andy Green, Sittingbourne  
0:45:48 Alan Dundas, Arbroath  
0:46:08 Chris Devereux-Cooke, Witham  
0:48:73 Jon Quarrie, Stapleford

## Goldeneye

### FACILITY - 00 LEVEL!

0:56 Richard Dunn, New Leake  
1:00 Magnus Smith, Burra Isle  
1:07 Matthew Stevenson, Bournemouth  
1:08 Stephen Hill, Maidstone  
1:10 Matthys ten Ham, The Netherlands

### BYELOMORYE DAM

0:56 James Hurst, Surrey  
0:56 Matthys ten Ham, The Netherlands  
0:56 Richard Lovelock, Newbury  
0:56 Jon Burrows, Queensland  
0:57 Zack King, Surrey

### FACILITY

0:45 Richard Dunn, New Leake  
0:52 Magnus Smith, Burra Isle  
0:54 Matthys ten Ham, The Netherlands  
0:56 Matthew Stevenson, Bournemouth  
0:56 Stephen Hill, Maidstone

### RUNWAY

0:24 Michael Williams, Exeter  
0:24 Jon Burrows, Queensland  
0:25 Mike Geisler, Australia  
0:25 Matthys ten Ham, The Netherlands  
0:25 Sam Doyle, Glossop

### SURFACE 1

1:01 Magnus Smith, Burra Isle  
1:07 Danny Dunn, New Leake  
1:09 Matthys ten Ham, The Netherlands  
1:11 Matthew Stevenson, Bournemouth  
1:12 Antonio Debs, Tripoli

### BUNKER 1

0:20 Matthys ten Ham, The Netherlands  
0:21 Andrew Joules, Weston-Super-Mare  
0:21 Jon Burrows, Queensland  
0:22 Tammy Harris, Birmingham  
0:22 Antonio Debs, Tripoli

### LAUNCH SILO

1:12 Richard Dunn, New Leake  
1:22 Matthys ten Ham, The Netherlands  
1:25 Antonio Debs, Tripoli  
1:26 Michael Williams, Exeter  
1:26 Sam Doyle, Glossop

### FRIGATE

0:25 Magnus Smith, Burra Isle  
0:30 Jon Burrows, Queensland  
0:31 Matthys ten Ham, The Netherlands  
0:33 Stephen Hill, Maidstone  
0:34 Adam Tucker, Great Yarmouth

### SURFACE 2

0:57 Danny Dunn, New Leake  
0:57 Sam Doyle, Glossop  
0:57 Matthys ten Ham, The Netherlands  
0:57 Jon Burrows, Queensland  
0:58 Paul Nicholls, Coventry

### BUNKER 2

0:26 Danny Dunn, New Leake  
0:29 Richard Dunn, New Leake  
0:31 Michael Williams, Exeter  
0:31 Andrew Joules, Weston-Super-Mare  
0:31 Jon Burrows, Queensland

### STATUE PARK

2:37 Matthys ten Ham, The Netherlands  
2:38 Danny Dunn, New Leake

2:39 Raymond Burton, Stocksbridge  
2:39 Neil Friedman, Whitefield  
2:39 Jon Burrows, Queensland

### MILITARY ARCHIVES

0:18 Richard Dunn, New Leake  
0:20 Matthew Stevenson, Bournemouth  
0:20 Matthys ten Ham, The Netherlands  
0:20 Jon Burrows, Queensland  
0:21 Michael Williams, Exeter

### STREETS

1:14 Danny Dunn, New Leake  
1:17 Matthys ten Ham, The Netherlands  
1:17 Andrew Joules, Weston-Super-Mare  
1:17 Antonio Debs, Tripoli  
1:18 Jon Quarrie, Stapleford

### DEPOT

0:24 Richard Dunn, New Leake  
0:29 Matthys ten Ham, The Netherlands  
0:30 Sam Doyle, Glossop  
0:30 Jon Burrows, Queensland  
0:30 Antonio Debs, Tripoli

### TRAIN

1:26 Matthys ten Ham, The Netherlands  
1:32 Richard Dunn, New Leake  
1:32 Antonio Debs, Tripoli  
1:34 Sam Doyle, Glossop  
1:34 Stephen Hill, Maidstone

### JUNGLE

1:07 Matthys ten Ham, The Netherlands  
1:10 Richard Dunn, New Leake  
1:14 Sam Doyle, Glossop  
1:16 Andrew Joules, Weston-Super-Mare  
1:17 Jon Burrows, Queensland

### CONTROL CENTRE

3:52 Richard Dunn, New Leake  
4:23 Matthys ten Ham, The Netherlands  
4:32 Andrew Joules, Weston-Super-Mare  
4:42 Karl Watt, Shetland  
4:49 Jon Quarrie, Stapleford

### WATER CAVERNS

1:06 Matthys ten Ham, The Netherlands  
1:08 Danny Dunn, New Leake  
1:08 Jon Burrows, Queensland  
1:08 Antonio Debs, Tripoli  
1:09 Jon Quarrie, Stapleford

### CRADLE

0:42 Matthys ten Ham, The Netherlands  
0:47 Andrew Joules, Weston-Super-Mare  
0:49 Richard Dunn, New Leake  
0:51 Jon Burrows, Queensland  
0:53 Tammy Harris, Birmingham

### AZTEC COMPLEX

2:07 Richard Dunn, New Leake  
3:08 Sam Doyle, Glossop  
3:11 Andrew Joules, Weston-Super-Mare  
3:14 Magnus Smith, Burra Isle  
3:15 Karl Watt, Shetland

### EGYPTIAN TEMPLE

0:56 Matthys ten Ham, The Netherlands  
0:56 Jon Burrows, Queensland  
1:00 Andrew Joules, Weston-Super-Mare  
1:01 Michael Williams, Exeter  
1:02 Adam Tucker, Great Yarmouth

## Beetle Adventure Racing

### COVENTRY COVE

4:50:26 Paul Nicholls, Coventry  
4:55:06 Matthys ten Ham, The Netherlands  
4:58:78 John Brennan, Bicester  
5:01:09 Jeffrey Van Der Aa, The Netherlands  
5:01:52 Tom Cordrey, Ripon



### MOUNT MAYHEM

4:53:52 Paul Nicholls, Coventry  
5:07:81 John Brennan, Bicester  
5:13:34 Gavin Deadman, Biggin Hill  
5:18:14 Jeffrey Van Der Aa, The Netherlands  
5:20:61 Matthys ten Ham, The Netherlands

### SUNSET SANDS

6:21:16 Paul Nicholls, Coventry  
6:29:37 John Brennan, Bicester  
6:41:24 Gavin Deadman, Biggin Hill  
7:02:52 Jeffrey Van Der Aa, The Netherlands  
7:05:42 Tom Cordrey, Ripon

### INFERNO ISLE

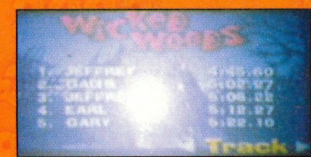
7:11:03 Gavin Deadman, Biggin Hill  
7:34:58 Paul Nicholls, Coventry  
7:41:45 Jeffrey Van Der Aa, The Netherlands  
7:45:88 John Brennan, Bicester  
7:53:52 Matthys ten Ham, The Netherlands

### METRO MADNESS

6:19:76 John Brennan, Bicester  
6:34:58 Paul Nicholls, Coventry  
7:00:84 Tom Cordrey, Ripon  
7:03:53 Matthys ten Ham, The Netherlands  
7:09:77 Jeffrey Van Der Aa, The Netherlands

### WICKED WOODS

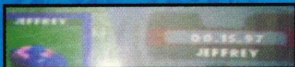
4:42:46 Paul Nicholls, Coventry  
4:45:60 Jeffrey Van Der Aa, The Netherlands  
4:54:38 Gavin Deadman, Biggin Hill  
4:56:61 John Brennan, Bicester



## Micro Machines 64 Turbo

## THE MAIN COURSE

00:15:97 Jeffrey Van Der Aa, The Netherlands  
00:16:66 Chris Cox, Cambridge



## LOVE TRIANGLE

00:42:35 Jeffrey Van Der Aa, The Netherlands

## BEWARE OF THE DOG

00:39:45 Jeffrey Van Der Aa, The Netherlands

## CRASH AND FERN

00:23:19 Jeffrey Van Der Aa, The Netherlands

## DESTRUCTION DIRTBOX

00:32:23 Jeffrey Van Der Aa, The Netherlands

## BRAKE-FAST BENDS

00:41:31 Jeffrey Van Der Aa, The Netherlands

## CALCULATOR RISK

00:28:85 Jeffrey Van Der Aa, The Netherlands

## WIPEUP

00:38:65 Jeffrey Van Der Aa, The Netherlands

## TANKS ALOT

00:28:32 Jeffrey Van Der Aa, The Netherlands

## BAGUETTE BALANCE

00:23:56 Jeffrey Van Der Aa, The Netherlands

## TRUCKER'S LUCK

00:32:27 Jeffrey Van Der Aa, The Netherlands

## BIKINI BLAZER

00:27:43 Jeffrey Van Der Aa, The Netherlands

## PEBBLE DASH

00:25:94 Jeffrey Van Der Aa, The Netherlands

## BEACHED BUGGIES

00:22:59 Jeffrey Van Der Aa, The Netherlands

## RIGHT ON CUE

00:24:65 Jeffrey Van Der Aa, The Netherlands

## RACK 'N ROLL

00:49:05 Jeffrey Van Der Aa, The Netherlands

## PULLING POWER

00:41:87 Jeffrey Van Der Aa, The Netherlands

## STINKY SHOTS

00:23:52 Jeffrey Van Der Aa, The Netherlands

## SAND BLASTER

00:37:59 Jeffrey Van Der Aa, The Netherlands

## SWERVE SHOT

00:12:11 Achilles Zanettis, Kenton

00:12:42 Chris Cox, Cambridge

00:52:39 Jeffrey Van Der Aa, The Netherlands

## BREAKFAST AT CHERRY'S

00:24:13 Jeffrey Van Der Aa, The Netherlands

00:24:33 Chris Cox, Cambridge

00:24:35 Andy Murray, Bournemouth

## F-Zero X

## MUTE CITY

1:14:764 Richard Dunn, New Leake  
1:18:608 John Brennan, Bicester  
1:18:578 Richard Mardell, Highambury  
1:25:593 Kevin Seeneay, Bury St Edmunds  
1:27:885 Jeffrey Van Der Aa, The Netherlands

## SILENCE

1:05:357 Richard Dunn, New Leake  
1:11:828 Jeffrey Van Der Aa, The Netherlands  
1:12:263 James Eyre, Donington Le Heath  
1:12:483 John Brennan, Bicester  
1:13:401 Kevin Seeneay, Bury St Edmunds

## SAND OCEAN

1:04:106 Richard Dunn, New Leake  
1:08:518 John Brennan, Bicester  
1:16:836 Jeffrey Van Der Aa, The Netherlands  
1:17:610 Richard Mardell, Highambury  
1:20:401 Ned Pendleton, Brackley

## DEVIL'S FOREST

1:12:321 Richard Dunn, New Leake  
1:18:305 John Brennan, Bicester  
1:19:718 Richard Mardell, Highambury  
1:23:068 Jeffrey Van Der Aa, The Netherlands  
1:29:208 Ned Pendleton, Brackley

## BIG BLUE

1:22:983 Richard Dunn, New Leake  
1:29:318 John Brennan, Bicester  
1:38:695 Ned Pendleton, Brackley  
1:43:057 Valtter Lindgren, Sweden  
1:43:191 Jeffrey Van Der Aa, The Netherlands

## PORT TOWN

1:26:553 Richard Dunn, New Leake  
1:27:346 John Brennan, Bicester  
1:35:030 Richard Mardell, Highambury  
1:37:298 Valtter Lindgren, Sweden  
1:42:001 Ned Pendleton, Brackley

## SECTOR ALPHA

1:11:875 Richard Dunn, New Leake  
1:15:561 John Brennan, Bicester  
1:18:265 Richard Mardell, Highambury  
1:24:478 Jeffrey Van Der Aa, The Netherlands  
1:27:483 James Eyre, Donington Le Heath

## RED CANYON

1:13:313 Richard Dunn, New Leake  
1:18:100 John Brennan, Bicester  
1:19:755 Neil Friedman, Whitefield  
1:20:080 Richard Mardell, Highambury  
1:21:820 Valtter Lindgren, Sweden

## DEVIL'S FOREST 2

1:15:319 Richard Dunn, New Leake  
1:19:348 John Brennan, Bicester  
1:28:558 Valtter Lindgren, Sweden  
1:30:729 Jon Quarrie, Stapleford  
1:31:714 Ned Pendleton, Brackley

## MUTE CITY 2

1:06:274 Richard Dunn, New Leake  
1:14:024 Richard Mardell, Highambury  
1:15:398 John Brennan, Bicester  
1:21:892 Jeffrey Van Der Aa, The Netherlands  
1:23:912 Valtter Lindgren, Sweden

## BIG BLUE 2

1:03:132 Richard Dunn, New Leake  
1:07:024 Jeffrey Van Der Aa, The Netherlands  
1:07:047 John Brennan, Bicester  
1:09:395 Neil Friedman, Whitefield  
1:13:007 Jon Quarrie, Stapleford

## WHITE LAND

1:26:437 Richard Dunn, New Leake  
1:32:414 John Brennan, Bicester  
1:41:502 Jeffrey Van Der Aa, The Netherlands  
1:47:591 Jon Quarrie, Stapleford  
1:48:374 Valtter Lindgren, Sweden

## FIRE FIELD

1:12:820 Richard Dunn, New Leake  
1:18:032 John Brennan, Bicester

1:25:173 Valtter Lindgren, Sweden  
1:26:497 Neil Friedman, Whitefield  
1:30:000 Jeffrey Van Der Aa, The Netherlands

## SILENCE 2

1:29:615 Richard Dunn, New Leake  
1:35:995 John Brennan, Bicester  
1:41:278 Jeffrey Van Der Aa, The Netherlands  
1:44:166 Richard Mardell, Highambury  
1:48:993 Valtter Lindgren, Sweden

## SECTOR BETA

1:31:773 Richard Dunn, New Leake  
1:39:107 John Brennan, Bicester  
1:52:794 Valtter Lindgren, Sweden  
1:54:929 Jeffrey Van Der Aa, The Netherlands  
1:56:064 Ned Pendleton, Brackley

## RED CANYON 2

1:26:876 Richard Dunn, New Leake  
1:36:998 John Brennan, Bicester  
1:47:876 Jeffrey Van Der Aa, The Netherlands  
1:49:232 James Eyre, Donington Le Heath  
1:54:124 Valtter Lindgren, Sweden

## WHITE LAND 2

1:07:148 Richard Dunn, New Leake  
1:12:474 John Brennan, Bicester  
1:15:553 Jeffrey Van Der Aa, The Netherlands  
1:17:777 Ned Pendleton, Brackley  
1:18:559 Richard Mardell, Highambury

## MUTE CITY 3

1:28:805 Richard Dunn, New Leake  
1:43:646 John Brennan, Bicester  
1:50:252 Neil Friedman, Whitefield  
1:50:495 Jeffrey Van Der Aa, The Netherlands  
1:53:413 Ned Pendleton, Brackley

## RAINBOW ROAD

1:57:525 Richard Dunn, New Leake  
2:05:518 John Brennan, Bicester  
2:23:351 Jeffrey Van Der Aa, The Netherlands  
2:24:457 Richard Mardell, Highambury  
2:30:515 Valtter Lindgren, Sweden

## DEVIL'S FOREST 3

1:14:348 Richard Dunn, New Leake  
1:19:894 Richard Mardell, Highambury  
1:20:437 John Brennan, Bicester  
1:24:273 James Eyre, Donington Le Heath  
1:25:460 Jeffrey Van Der Aa, The Netherlands

## SPACE PLANT

1:48:750 Richard Dunn, New Leake  
1:57:356 John Brennan, Bicester  
2:12:010 Valtter Lindgren, Sweden  
2:13:827 Jeffrey Van Der Aa, The Netherlands  
2:19:347 Charles Nuttall, Oldham

## SAND OCEAN 2

1:31:967 Richard Dunn, New Leake  
1:36:747 John Brennan, Bicester  
1:43:939 James Eyre, Donington Le Heath  
1:44:200 Jeffrey Van Der Aa, The Netherlands  
1:47:280 Valtter Lindgren, Sweden

## PORT TOWN 2

1:46:127 Richard Dunn, New Leake  
1:47:396 Jon Quarrie, Stapleford  
1:54:904 John Brennan, Bicester  
1:57:346 Richard Mardell, Highambury  
2:02:607 Jeffrey Van Der Aa, The Netherlands

## HAND

2:09:511 Richard Dunn, New Leake  
2:17:050 John Brennan, Bicester  
2:33:121 Neil Friedman, Whitefield  
2:34:353 Richard Mardell, Highambury  
2:37:497 Valtter Lindgren, Sweden

## DEATH RACE MODE

0:21:643 Magnus Smith, Burra Isle  
0:27:692 Richard Dunn, New Leake  
0:43:025 Kevin Olding, Muscliffe  
0:46:962 Neil Friedman, Whitefield  
0:58:20 Nick Newton, Roath  
0:58:23 Debbie Blanco, Uddingston

## Blast Corps

## DIAMOND SANDS

1:58:0 Mark Nicol, Western Australia  
2:53:6 Luke Sutton, Australia

## OYSTER HARBOUR

2:55:5 Mark Nicol, Western Australia

## SIMIAN ACRES

0:14:5 Mark Nicol, Western Australia

## MOON

2:23:0 Mark Nicol, Western Australia

## VENUS

2:21:5 Luke Sutton, Australia  
2:22:3 Martin Hurley, Bournemouth

## Tetrisphere

## RESCUE

145032800 Jay Scott, Fort-William  
107614300 John Lambregts, The Netherlands  
82047300 Gavin Brennan, Claremorris  
78621700 Barbet Koolmees, Holland  
38034300 Zack King, Surrey

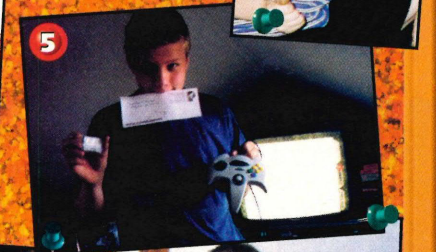
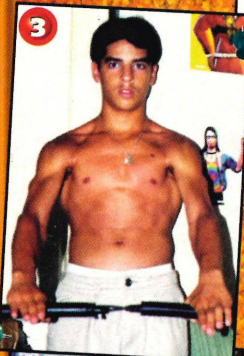
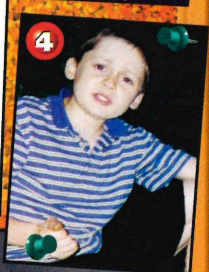
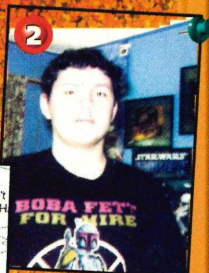
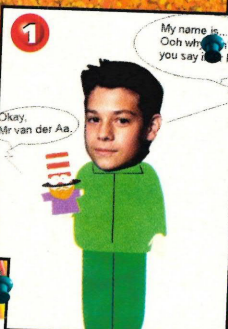
NAME	SCORE
JAY	145 032 800
BAILEY	35 000 000
BOOD	20 000 000
JAY	11 798 600
BOOD	10 000 000

## PUZZLE

4:44 Gavin Brennan, Claremorris

64 MAGAZINE  
PINBOARD

- Jeffery Van Der Aa
- Jason Lloyd Parsons
- Antonio Debs
- Stacy Needham
- Matthys Ten Ham
- Philip Longhurst
- Ross Wilson



## Mario Kart 64

### LUIGI RACEWAY

00:43:73 Adam Tucker, Great Yarmouth  
00:49:64 Richard Dunn, New Leake  
01:10:98 Jeffrey Van Der Aa, The Netherlands  
01:19:91 Alan Dundas, Arbroath  
01:20:14 Charles Nuttall, Oldham

### MOO MOO FARM

01:19:26 Adam Tucker, Great Yarmouth  
01:20:51 James Allsopp, Alvaston  
01:21:45 Alan Dundas, Arbroath  
01:21:71 James Eyre, Coalville  
01:21:80 Mick Smith, Worcester

### KOOPA TROOPA BEACH

01:24:04 Adam Tucker, Great Yarmouth  
01:27:81 Alan Dundas, Arbroath  
01:27:99 Ross Toad, Arbroath  
01:28:56 Mick Smith, Worcester  
01:28:83 Jamie Eccles, California

### FRAPPE SNOWLAND

00:25:34 Arthur van Dalen, Netherlands  
00:27:45 Alan Pierce, Salisbury  
00:27:72 Rob Pierce, Salisbury  
00:29:57 Danny Dunn, New Leake  
00:31:64 Kevin Seeney, Bury St Edmunds

### MARIO RACEWAY

00:27:79 Adam Tucker, Great Yarmouth  
00:54:01 Taty Luostarinen, Finland  
00:58:30 Mick Smith, Worcester  
01:02:65 Rob Pierce, Salisbury  
01:04:42 Richard Dunn, New Leake

### WARIO STADIUM

00:19:68 Aaron Norris, Western Australia  
00:21:22 Richard Dunn, New Leake  
00:22:03 Alan Pierce, Salisbury  
00:22:17 Danny Dunn, New Leake  
00:33:14 Stacy Needham, Bicester

### CHOCO MOUNTAIN

01:00:56 Richard Dunn, New Leake  
01:20:74 Adam Tucker, Great Yarmouth  
01:29:94 Jeffrey Van Der Aa, The Netherlands  
01:32:06 James Allsopp, Alvaston  
01:37:87 Aaron Norris, Western Australia

### ROYAL RACEWAY

01:27:43 Adam Tucker, Great Yarmouth  
01:57:53 Mick Smith, Worcester  
02:07:54 Rob Pierce, Salisbury  
02:10:06 Danny Dunn, New Leake  
02:10:66 Matthys ten Ham, The Netherlands

### KALAMARI DESERT

01:09:01 Adam Tucker, Great Yarmouth  
01:29:45 James Eyre, Donington Le Heath  
01:37:22 Alan Dundas, Arbroath  
01:46:92 Charles Nuttall, Oldham  
02:07:94 John Brennan, Bicester

### YOSHI VALLEY

00:34:83 Stacy Needham, Bicester  
00:34:88 Aaron Norris, Western Australia  
00:35:19 Danny Dunn, New Leake  
01:05:34 Matthys ten Ham, The Netherlands  
01:32:73 Rob Pierce, Salisbury

### RAINBOW ROAD

04:04:92 Adam Tucker, Great Yarmouth  
04:07:89 Jamie Eccles, California  
04:15:95 Alan Dundas, Arbroath  
04:18:57 Charles Nuttall, Oldham  
04:40:18 Rob Pierce, Salisbury

### BANSHEE BOARDWALK

01:20:52 Adam Tucker, Great Yarmouth  
01:47:28 Arthur van Dalen, The Netherlands  
02:02:06 Alan Dundas, Arbroath  
02:04:64 Charles Nuttall, Oldham  
02:08:77 Rob Pierce, Salisbury

### DONKEY KONG'S JUNGLE PARKWAY

00:29:03 Aaron Norris, Western Australia  
00:31:94 Danny Dunn, New Leake  
00:35:01 Rob Pierce, Salisbury  
00:46:29 Richard Dunn, New Leake  
00:56:32 Kevin Seeney, Bury St Edmunds

### SHERBET LAND

01:41:19 Adam Tucker, Great Yarmouth  
01:51:69 James Eyre, Donington Le Heath  
01:53:24 Alan Dundas, Arbroath  
01:54:32 Jamie Eccles, California  
01:55:55 Charles Nuttall, Oldham

### BOWSER'S CASTLE

02:09:30 Adam Tucker, Great Yarmouth  
02:04:44 Kenneth Dundas, Arbroath  
02:05:77 Jamie Eccles, California  
02:09:91 Charles Nuttall, Oldham  
02:10:44 James Eyre, Donington Le Heath

### TOAD TURNPIKE

01:46:27 Adam Tucker, Great Yarmouth  
01:46:63 James Allsopp, Alvaston  
01:47:19 Alan Dundas, Arbroath  
01:57:79 Danny Dunn, New Leake  
01:58:25 Stacy Needham, Bicester

## Diddy Kong Racing

### ANCIENT LAKE

00:32:21 Stacy Needham, Bicester  
00:37:11 Keith Boiston, Felling  
00:42:03 Adam Charlton, Buckden  
00:42:10 Rob Pierce, Salisbury  
00:42:54 Stephen Henderson, Upminster

### FOSSIL CANYON

00:58:26 Stacy Needham, Bicester  
01:04:03 Keith Boiston, Felling  
01:05:00 Adam Charlton, Buckden  
01:10:00 Arthur van Dalen, Netherlands  
01:11:83 Richard Dunn, Boston

### JUNGLE FALLS

00:41:52 Adam Charlton, Buckden  
00:42:60 Keith Boiston, Felling  
00:45:66 Arthur van Dalen, Netherlands  
00:47:13 Richard Dunn, Boston  
00:47:46 Rob Pierce, Salisbury

### TREASURE CAVES

00:42:20 Keith Boiston, Felling  
00:44:75 Adam Charlton, Buckden  
00:47:71 Arthur van Dalen, Netherlands  
00:49:06 Richard Dunn, Boston  
00:49:31 Thomas Ferrari, Norfolk

### WHALE BAY

00:53:01 Keith Boiston, Felling  
00:57:06 Rob Pierce, Salisbury  
00:59:63 Danny Dunn, New Leake  
01:02:11 Raymond Burton, Stockbridge  
01:03:25 Kevin Seeney, Bury St Edmunds

### PIRATE LAGOON

01:01:23 Keith Boiston, Felling  
01:04:36 Rob Pierce, Salisbury  
01:05:73 Jan-Erik Spangberg, Sweden  
01:11:35 Jon Quarrie, Stapleford  
01:12:91 Tammy Harris, Birmingham

### WINDMILL PLAINS

01:33:18 Keith Boiston, Felling  
01:35:45 Adam Charlton, Buckden  
01:45:93 Richard Dunn, Boston  
01:52:10 Rob Pierce, Salisbury  
01:52:56 Kevin Seeney, Bury St Edmunds

### CRESCENT ISLAND

01:07:45 Keith Boiston, Felling  
01:11:40 Adam Charlton, Buckden  
01:14:31 Richard Dunn, Boston  
01:21:31 Kevin Seeney, Bury St Edmunds  
01:24:90 Jon Quarrie, Stapleford

### HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester  
01:04:33 Keith Boiston, Felling  
01:15:75 Richard Dunn, Boston  
01:17:93 Rob Pierce, Salisbury  
01:18:45 Neil Friedman, Whitefield

### GREENWOOD VILLAGE

1:21:75 Stacy Needham, Bicester  
1:22:73 Kevin Seeney, Bury St Edmunds  
1:23:25 Richard Dunn, New Leake  
1:30:61 Tammy Harris, Birmingham  
1:39:56 John Brennan, Bicester

### HAUNTED WOODS

00:51:26 Keith Boiston, Felling  
00:52:76 Richard Dunn, New Leake  
00:54:05 Kevin Seeney, Bury St Edmunds  
00:57:41 Jon Quarrie, Stapleford  
00:57:91 Tammy Harris, Birmingham

### FROSTY VILLAGE

01:19:01 Rob Pierce, Salisbury  
01:20:60 Richard Dunn, New Leake  
01:21:86 Kevin Seeney, Bury St Edmunds  
01:35:41 Sion Griffiths, Aberystwyth

### EVERFROST PEAK

01:25:26 Richard Dunn, New Leake  
01:30:91 Kevin Seeney, Bury St Edmunds  
01:35:20 Tammy Harris, Birmingham  
01:37:03 Jon Quarrie, Stapleford  
01:39:35 Sion Griffiths, Aberystwyth

### SNOWBALL VALLEY

00:50:63 Stacy Needham, Bicester  
00:53:40 Richard Dunn, New Leake  
00:57:62 Kevin Seeney, Bury St Edmunds  
00:59:40 Tammy Harris, Birmingham  
01:01:56 Raymond Burton, Stockbridge

### BOULDER CANYON

01:25:48 Keith Boiston, Felling  
01:33:36 Rob Pierce, Salisbury  
01:33:81 Danny Dunn, New Leake  
01:36:30 Kevin Seeney, Bury St Edmunds  
01:40:26 Tammy Harris, Birmingham

### WALRUS COVE

01:29:31 Keith Boiston, Felling  
01:30:73 Adam Charlton, Buckden  
01:32:15 Jeffrey Van Der Aa, The Netherlands  
01:40:95 Richard Dunn, Boston  
01:43:36 Kevin Seeney, Bury St Edmunds

### SPACEDUST ALLEY

01:34:51 Danny Dunn, New Leake  
01:34:63 Keith Boiston, Felling  
01:44:61 Arthur van Dalen, Netherlands  
01:47:51 Kevin Seeney, Bury St Edmunds  
01:51:05 Rob Pierce, Salisbury

### DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling  
01:46:41 Adam Charlton, Buckden  
01:49:03 Richard Dunn, Boston  
01:55:43 Kevin Seeney, Bury St Edmunds  
01:55:71 Jan-Erik Spangberg, Sweden

### SPACEPORT ALPHA

01:32:31 Keith Boiston, Felling  
01:44:35 Kevin Seeney, Bury St Edmunds  
01:44:60 Danny Dunn, New Leake  
01:46:23 Rob Pierce, Salisbury  
01:49:40 Arthur van Dalen, Netherlands

### STAR CITY

01:25:76 Stacy Needham, Bicester  
01:29:36 Kevin Seeney, Bury St Edmunds  
01:30:45 Rob Pierce, Salisbury  
01:30:90 Richard Dunn, Boston  
01:32:46 Arthur van Dalen, Netherlands

## 1080° Snowboarding

### HALF PIPE TRICK ATTACK

147734 Adam Tucker, Great Yarmouth  
111339 Chris Webb, Abbeydale  
110389 Alan Dundas, Arbroath  
99226 Sarah Bishop, New Barnet  
85852 Tim Smith, Prestatyn

### CRYSTAL LAKE TRICK ATTACK

113199 Chris Webb, Abbeydale  
110310 Adam Tucker, Great Yarmouth  
90417 Ryan Stevenson, Aberystwyth  
71672 Danny Dunn, New Leake  
65542 Kevin Seeney, Bury St Edmunds

### CRYSTAL PEAK TRICK ATTACK

130506 Adam Tucker, Great Yarmouth  
110724 Chris Webb, Abbeydale  
89063 Ryan Stevenson, Aberystwyth  
71288 Danny Dunn, New Leake  
66532 Kevin Seeney, Bury St Edmunds

### GOLDEN FOREST TRICK ATTACK

123218 Adam Tucker, Great Yarmouth  
76876 Ryan Stevenson, Aberystwyth  
74732 Danny Dunn, New Leake  
59078 Alan Dundas, Arbroath  
49156 Chris Johnson, Sutton Coldfield

### MOUNTAIN VILLAGE TRICK ATTACK

154593 Adam Tucker, Great Yarmouth  
135769 Chris Webb, Abbeydale  
132313 Adam Charlton, Huntingdon  
103773 Ryan Stevenson, Aberystwyth  
84669 Danny Dunn, New Leake

### DEADLY FALL TRICK ATTACK

224498 Chris Webb, Abbeydale  
142217 Adam Tucker, Great Yarmouth  
133069 Ross Toad, Arbroath  
124286 Ryan Stevenson, Aberystwyth  
89378 Josh Bilton, Chipperfield

### DRAGON CAVE TRICK ATTACK

127294 Adam Tucker, Great Yarmouth  
114996 Chris Webb, Abbeydale  
94856 Ryan Stevenson, Aberystwyth  
84653 Richard Dunn, New Leake  
62966 Kevin Seeney, Bury St Edmunds

### CRYSTAL LAKE RACE

1:01:21 Adam Tucker, Great Yarmouth  
1:02:73 Danny Dunn, New Leake  
1:03:06 Magnus Smith, Burra Isle  
1:03:29 Chris Atkins, Wokington  
1:03:29 Jan-Erik Spangberg, Sweden

### CRYSTAL PEAK RACE

1:26:63 Adam Tucker, Great Yarmouth  
1:27:21 Danny Dunn, New Leake  
1:28:40 Magnus Smith, Burra Isle  
1:28:57 Jan-Erik Spangberg, Sweden  
1:28:73 Ryan Stevenson, Aberystwyth

### GOLDEN FOREST RACE

1:18:57 Adam Tucker, Great Yarmouth  
1:19:82 Danny Dunn, New Leake  
1:20:12 Jan-Erik Spangberg, Sweden  
1:20:52 Magnus Smith, Burra Isle  
1:21:10 Chris Atkins, Wokington

### DRAGON CAVE RACE

1:24:10 Adam Tucker, Great Yarmouth  
1:25:76 Danny Dunn, New Leake  
1:27:25 Magnus Smith, Burra Isle  
1:28:70 Chris Atkins, Wokington  
1:29:33 Jan-Erik Spangberg, Sweden

### MOUNTAIN VILLAGE RACE

1:27:10 Adam Tucker, Great Yarmouth  
1:30:15 Danny Dunn, New Leake  
1:30:51 Adam Charlton, Huntingdon  
1:31:14 Chris Atkins, Wokington  
1:31:64 Jan-Erik Spangberg, Sweden

### DEADLY FALL RACE

1:06:84 Adam Tucker, Great Yarmouth  
1:08:21 Danny Dunn, New Leake  
1:08:44 Magnus Smith, Burra Isle  
1:09:63 Chris Johnson, Sutton Coldfield  
1:09:69 Caleb Barnes, Yeovil

### BEST CONTEST SCORE

214377 Danny Dunn, New Leake  
186274 Ryan Stevenson, Aberystwyth  
159195 Edward Nugent, Reading  
146907 Chris Atkins, Wokington  
131051 Steven Dijkerman, The Netherlands

## SCOREZONE CHALLENGE

As no one has yet come up with the goods, the challenge from last issue continues. Complete all the time trial challenges in top shoot-'em-up *Quake II*. Kill those Stroggs!



## THE ULTIMATE PLAYER!

One person each month will be The Chosen One. Chosen, that is, to win themselves a Trident Pad and 256K memory card from Logic 3! The player whose prowess impresses us the most will win themselves the coveted title of Ultimate Player. It could be you – get ready to play!

For non-ultimate players, the Trident Pad costs £19.99 and the 256K memory card costs £6.99. You can call Logic 3 on (0181) 900 0024!



# WIN



**Nintendo 64 Accessories -**  
**09069 184421 Instant Win!**

**Nintendo 64** - With its breath taking graphics and polygon power, the N64 can create incredible 3D worlds for the gamer.

**09069 184420**  
**Instant Win!**

**Sony PlayStation** - The original, and in some people's minds the best, super games console the Sony PlayStation has slotted in to popular culture over the last few years.

**09069 184422 Instant Win!**



**Sony PlayStation Accessories -**  
**09069 184423 Instant Win!**

## GRAB-A-GAME

The smart way to get the game of your choice... it's as easy as one, two, three.

1. Select your Machine.
2. Select the Game you want.
3. Guess the Code to Win!

**09061 405061**  
**Instant Win!**



**Red Pokémon** -

In this amazing competition we are giving you an incredible opportunity to win a copy of the sensational Pokemon Red game, along with a Gameboy Color to play it on.

**09069 184424**

## POKÉMON



**Blue Pokémon** -

In this awesome competition you can win the Pokemon Blue game and a fantastic Gameboy Color. Pokemon is the newest sensation to hit the UK.

**09069 184425**



**Pokémon Goodies** - Pokemon is the game that has taken the world by storm and in this great competition we are giving you the opportunity to get your hands on some amazing Pokemon goodies.

**09069 184426**

**£200 of Clothes** - This competition is your chance to win £200 of clothes vouchers to ease the strain on your pocket. Whether it's the newest styles in casual wear or the glamorous evening wear you always wanted for that special night out you could win the most up to date gear of the season.

**09069 184427**



**Britney Spears Goodies** - Hit me baby one more time! The Teen Queen of the music scene is young American babe Britney Spears. In this great competition you can win a superb collection of Britney goodies.

**09069 184428**

# Snooker

**Pot all the balls to win your prize instantly!**

**Win a Nintendo 64**

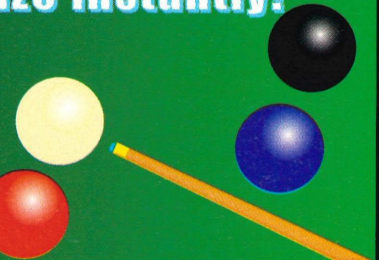
**09061 405062**

**Win a Dreamcast**

**09061 405063**

**Win a PlayStation**

**09061 405064**

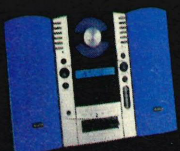


## PRIZE FUSTER

**THE HIGHER THE SCORE THE BIGGER THE PRIZE!**

Score 30 points or more to start winning! Win Personal Stereos, Radios, Fashion Watches, Databanks, Video Players, Nintendo 64's, Sega Dreamcasts, PlayStations, 14" Colour TV's and a top prize of a Pentium III computer

**09061 405065 Instant Win!**



**Sega Dreamcast** - The console for the next millenium is here - The Dreamcast is an absolute MUST for any games fan. This package comes complete with a Sonic Adventure game.

**09069 184429 Instant Win!**

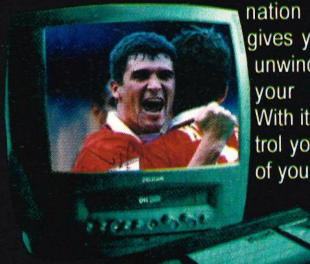
### Mini Disc Recorder -

with it's improved sound quality and recording functions, this palm sized marvel will take you to new heights in music pleasure.



**09069 184431**

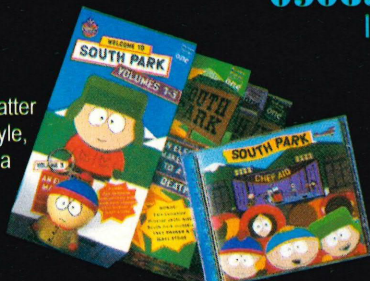
**Combi Tv & Video** - The combination TV and Video gives you the chance to unwind and watch all your favourite films. With it's full remote control you'll be the master of your own viewing.



**09069 184433**

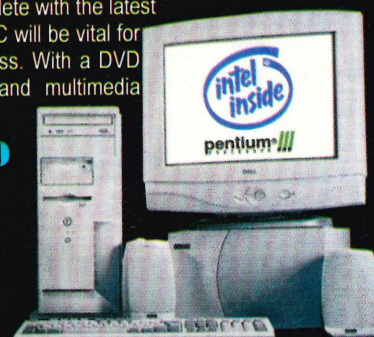
**South Park Goodies** - It doesn't matter whether your favourite character is Stan, Cartman, Kyle, Kenny or Chef, in this great competition you can win a whole bundle of South Park goodies including CD's, Videos, Key Rings and loads more.

**09069 184436**



**Pentium III** - Complete with the latest Pentium III Processor, this PC will be vital for any modern home or business. With a DVD player, Windows software and multimedia accessories.

**09069 184430 Instant Win!**



**Mobile Phone** - Win a "Pay as you Talk" mobile phone. There's no bills or commitment, simply pay as you go. complete with £15 top up card.

**09069 184432**



### DVD Player

- The latest and best way to enjoy all of those Hollywood blockbusters and cinema classics is to watch them on Digital Video Disc.

**09069 184435 Instant Win!**

**Friends Videos** - They'll be there for you! Now you don't need to miss a single episode with this suitcase full of Friends videos, featuring every episode from series 1 to 4.

**09069 184437**



## ALIEN WIPEOUT!

Answer questions then Zap SIX Aliens to win a prize from the list.

**09061 405066 Instant Win!**

Prizeline 08700 101574



## Go4Goals

Answer questions then score SIX goals to win a prize from the list.

**09061 405067 Instant Win!**

Prizeline 08700 101576



## Bovver Bruvvers!

Answer questions then arrest all SIX Bruvvers to win a prize from the list.

**09061 405068 Instant Win!**

Prizeline 08700 101575



**SIX points wins - \* 14" Colour TV! \* Video Recorder! \* Sony PlayStation! \* Stereo System! \* Nintendo 64! \* Mini Disk Player! \* Pool Table!+ other Instant Win prizes if you score 4 or 5 points!**

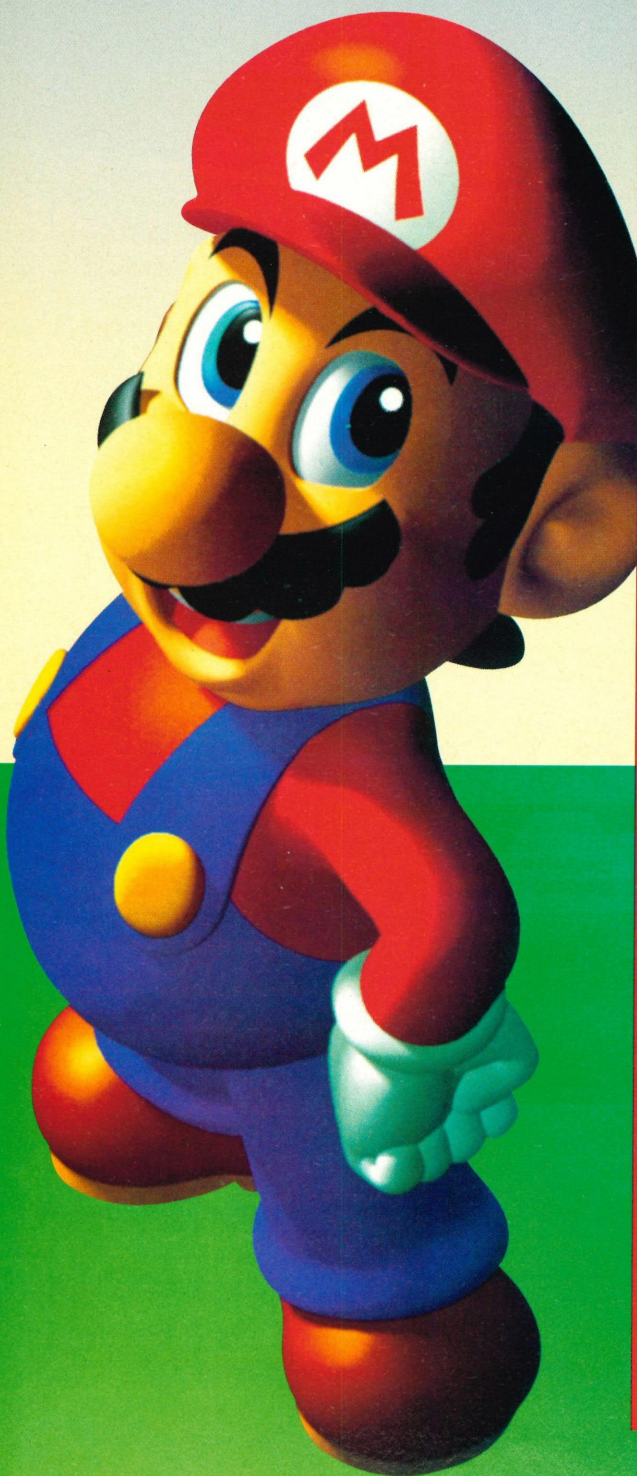
To win one of these great prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Other competitions involve multiple choice questions with tiebreaker and end on the 30th November 1999 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Calls cost up to £3, so please ask permission from the person who pays the phone bill. If you would like a copy of the rules or a list of winners' names, see our web site or send a stamped addressed envelope to the address below. If you win an INSTANT prize send your claim, with Claim Number to



InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. [www.InfoMedia-Services.co.uk](http://www.InfoMedia-Services.co.uk)  
CUSTOMER HELPLINE: If you have difficulty with any of these services, then call 01 604 624 634

# Mario Golf

Take to the fairway with Mario and pals – we help you through the toughest holes!



## Plum

Drive: 208 yards  
Swing: Straight  
Weak swing, straight drive... Plum's a bit of a lesser golfer, to be honest. Better get those hidden players as soon as you can!



## Charlie

Drive: 210 yards  
Swing: Slight Fade Left  
Again, Charlie is your typical 'starting player'. Use him to train yourself up in playing shots that don't fly totally straight.



## Peach

Drive: 212 yards  
Swing: Straight  
The Princess of Toadstool Land tries her royal hand on the golf course – don't let her win just because she's a princess, though!



## Yoshi

Drive: 230 yards  
Swing: Straight  
With a course of his very own, Yoshi is quite the player when it comes to golf. He does make a few silly mistakes every now and then though...



## Sonny

Drive: 240 yards  
Swing: Mid Draw Right  
Sonny is one of those players that everyone likes. He is a stickler for playing by the rules, makes the odd mistake and wears an entertaining comedy hat!



## Wario

Drive: 250 yards  
Swing: Heavy Fade Left  
Keep your eyes on the devious Wario. He is so determined to win that he'll do absolutely anything... even when it includes cheating a little!



## Maple

Drive: 245 yards  
Swing: Straight  
Maple can be obtained by collecting 50 Birdie Badges. Her drive can be a little weak at times but she at least manages to swing in a straight line...



## Donkey Kong

Drive: 275 yards  
Swing: Heavy Fade Left  
This brute is so powerful, he swings his club one-handed! You need to collect 30 Ring Shot stars before you can play as him.



## Bowser

Drive: 280 yards  
Swing: Heavy Draw Right  
The toughest character to beat on the course, Bowser rarely misses a shot. Take advantage of the situation on the rare occasions that he messes up!!

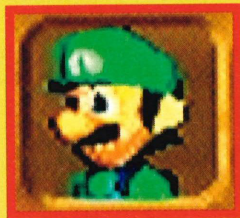
## FORE

There are 14 golfers to choose from in *Mario Golf* and they all have their different strengths and weaknesses. Only the first four – Plum, Charlie, Peach and Baby Mario – are available at the start of the game. To get the other players, you have to beat them or get special scores!



### Baby Mario

Drive: 215 yards  
Swing: Slight Draw Right  
One of the better characters to start off with – don't underestimate him. He might be a baby but he's a wizard with a golf club!



### Luigi

Drive: 220 yards  
Swing: Mid Fade Left  
The first opponent on the Get Character circuit, he'll ease you into playing against other people. He's a real pushover!



### Harry

Drive: 260 yards  
Swing: Mid Draw Right  
The man with the goatee is one of the best characters in the game. His swing draws a bit but he's got a good drive in that arm!



### Mario

Drive: 270 yards  
Swing: Heavy Draw Right  
His high-pitched shouts might get a little annoying after a while, but come on – it's Mario! Everybody loves our plumber friend...



### Metal Mario

Drive: 285 yards  
Swing: Heavy Draw Right  
Metal Mario can be obtained by collecting all 108 Birdie Badges! It will therefore take forever to get him, but he does have the most powerful drive in the game!



### The Final Four

If you're wondering how to open the final four characters, who include a couple of ladies and an Elvis look-a-like... well, you can't! They're only accessible by importing them in from *Mario Golf* on the Game Boy with a special add-on, so you'll just have to wait!

## Cheats Never Prosper

Don't be stupid... when it comes to games, of course they do! If you're having problems keeping up with the big boys or just fancy playing around with something new, try out some of these hints and tips we've found...

### Left-handed Golfers

To make your player a lefty (and therefore change your approach to each hole), hold down the L or Z button when selecting them. When you hit the fairway, you'll swing from the other side!

### Change Costumes

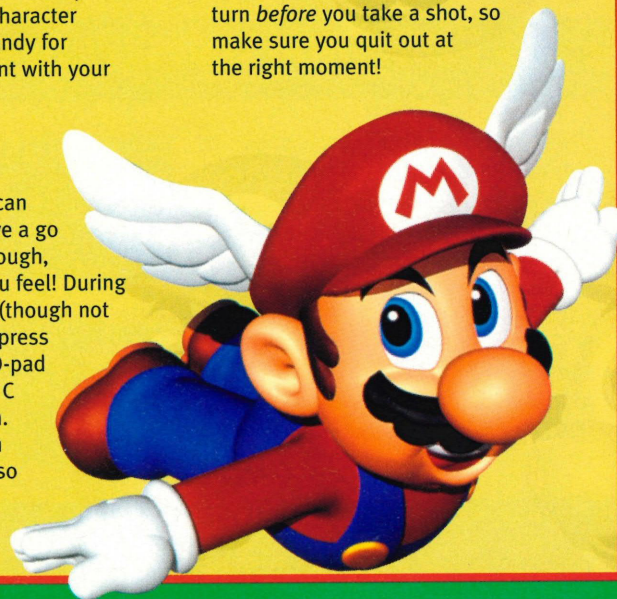
If you fancy making a bit of a fashion statement, you can change your character's clothes by holding down any of the C buttons as you choose them on the Character Select screen. Very handy for dazzling your opponent with your snazzy threads!

### Shouting Obscenities

Well, not quite – you can either cheer on or have a go at the other player though, depending on how you feel! During your opponent's turn (though not their swing), you can press any direction on the D-pad to cheer or any of the C buttons to taunt them. There are four of each type to choose from, so shout away!

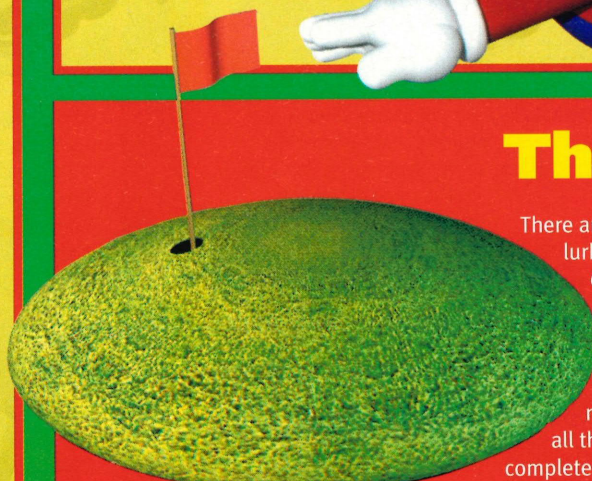
### Win Every Hole!

For those people who are having trouble scoring that elusive birdie needed to get Metal Mario or beating Bowser on the Get Character mode, there is a way to ensure you complete every hole perfectly! Play as normal and do as well as you can on the hole – if at any point you find yourself in a tricky situation and are unable to win/get in under par, pause the game and select 'Save and Quit'. Save your progress and quit out to the main menu then choose 'Continue' and pick your saved game. You'll now find yourself back at the start of the last hole with another chance for success! Keep doing this until you win on every hole and you'll come out of top for sure – be warned though that you can only pause and save on your turn *before* you take a shot, so make sure you quit out at the right moment!



## The Guide

There are some really nasty holes lurking in the depths of *Mario Golf* so to spare you the frustration, we've picked the three toughest holes from each course to look at in detail. Master these nightmares and you'll have all the skills you need to complete the game! Just turn the page to find out how...





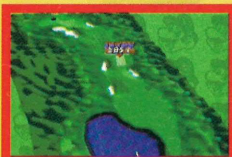
## Toad Highlands

Points To Open: 0

A simple course to gently break you into the world of *Mario Golf*. All the basics are here – long fairways, the odd bunker and plenty of trees to get lost in. Perfect your skills here and then move onto the tougher courses!

### Long Way Home

Hole 4 (Par 5, 477 yards)



The problem with this hole isn't the lake on the left or the variety of bunkers spread along the sides of the course... it's just because it's so darn long! If you're using a lesser golfer then travelling the distance will take a good few shots, leaving little room for error when going for a birdie. Watch for crosswinds that might blow you off into the bunkers or rough at the sides, and try to aim for the pin after the second shot if you want to get in under par.



### Hills And Dales

Hole 11 (Par 4, 380 yards)

There's a good chance that you'll be cursed with a strong wind on this hole – make sure you learn to compensate for it. The main thing to avoid is the large hill lying between the tee and the pin so unless you're using a hard-hitting player, you'll have to go round it. Get as far down the course as you can with your first swing and then go for the green – just make sure that you watch out for the two rather evil bunkers lying either side of it!

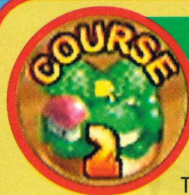


### Out Of Sight

Hole 16 (Par 5, 448 yards)



Remember to take great care when lining up and taking your first swing here. Not only do you have to avoid hitting the trees on the peak of the hill, you'll also want to stay out of the nasty patch of rough hiding in the middle behind the ridge. Aim to the right so that you land on the narrow strip of fairway there, taking any wind into account. Go for the green on the third shot – use the pitching wedge and chip the ball into the cup!



## Koopa Park

Points To Open: 50

If you're looking for a dense forest course with lots of rough, this is the one for you. There are quite a few bunkers as well as the occasional stretch of water to avoid, plus the wind tends to play a major factor when making it round.

### A Gentle Swerve

Hole 2 (Par 5, 527 yards)



Again, this is one of those holes that might cause you a bit of trouble if you're using one of the weaker players. The distance to the hole is pretty immense and coupled with the nasty rough on either side of the fairway, you might get into problems if you catch any wind. By the third shot, you should be in a position to land on the green ready to make a birdie – cut the corner by hitting over the trees if you have to in order to make it.



### The Fairway Chicance

Hole 12 (Par 5, 512 yards)

Even though this hole looks rather daunting, the fact that it twists and turns more than a twisty-turny thing makes life slightly easier. Unless you've got a real problem with wind (parp), you can cut off most of the corners by flying over the trees – watch out for the row of bunkers that wait on the first bend, though. If you manage to land on the middle section of fairway safely, you can easily reach the green in two shots, making an Eagle shot possible.



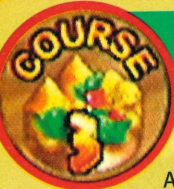
### Crossing The River

Hole 14 (Par 4, 392 yards)

The important thing to take into account here has to be wind – if you misjudge it by even the slightest margin, you'll end up in the river that runs through the course. You'll have to select your first swing according to who you're playing as; weaker characters will have to fall



short of the first stream whilst the more powerful ones can reach the small island. Either way, you should easily reach the green on the second shot ready for a birdie putt.



## Shy Guy Desert

Points To Open: 300

Don't be expecting to get a drink any time soon on this course – it's a desert out there! As you might expect, this place is rife with bunkers... in fact, there's often more sand than fairway! Just keep cool though and you'll be fine.

### Doing A Bunk

Hole 9 (Par 5, 550 yards)

There's a high danger of landing in a bunker here, mainly because they're all over the place! You'll need to aim your drives carefully as most of the prime fairway spots are very narrow and located between pairs of bunkers. Get down the course as quickly as possible and go for the green on the third shot – use a power drive if you need to get some extra yards. Watch for strong winds that might blow you off course unless you like sand!



### Taking A Short Cut

Hole 11 (Par 4, 412 yards)



If you're using one of the weaker players like Peach, Baby Mario or even Yoshi, you're going to have to go the long way round this hole. There is a sneaky shortcut that only the stronger golfers can make on the first drive – it's over to the far right, hidden within a clump of cacti. You could try for it on your second shot but by then you'll be halfway round the course anyway. From here it's an easy little pitch to the green, so go for the chip-in!

### Sand, Sand, Everywhere

Hole 17 (Par 5, 570 yards)



Talk about sparse... there's nearly twice as much sand here as there is fairway! The wind can play a major factor here, so keep an eye on the speed and direction when aiming your shots. Try to go for the small island on the left if you're using any of the players above Yoshi as employing this technique can get you to the green in two shots. If you're a bit weak then you'll need to go the long way round to the right, but getting in under par is still possible.



## Yoshi's Island

Points To Open: 1000

We go into the depths of the tropical jungle known as Yoshi's Island for the next course. The canyon walls can play havoc with your shots if you're not careful, as well as the strong winds that blow like there's no tomorrow!

### Watch The Slopes

Hole 6 (Par 3, 155 yards)

It looks really simple, but put one foot wrong on this hole and you'll be regretting it for a long time. The wind is likely to be strong so bear this in mind – you'll need to hit a powerful shot if you want to clear the bunkers and lifting it will give you more length but allow the ball to catch the wind. Make sure you clear the bunkers on the first shot to ensure yourself a birdie – the Par 3 holes are among the toughest to complete under par!



### Around The Corner

Hole 14 (Par 4, 395 yards)



Take a look at the straight line between the tee and the pin – you'll notice there's a whopping big chunk of cliffside in the way. You'll need to go round it if you want to hole out, unless you're using a half-decent player. Aim for the fairway just right of the bunker by the river so that when you land safely, you can drive straight over the cliffside onto the green. Remember those crosswinds that can blow you into the water!

### Up On High

Hole 16 (Par 4, 398 yards)



A vast majority of the 'safe' fairway on this hole is raised up on rock ledges – you'll have to stick to this to make your drives as straight as possible. Landing on higher ground can be nasty if you drop down so keep high and try to get as far down the course as possible on the first drive; the second section of fairway is a good place to go for. Watch out for the tricky bunker found in front of the pin and beware of dropping off the back of the green!





## Boo Valley

Points To Open: 1500

Don't look down! This course might seem a bit barren because there's some fairway, the greens and... well, not much else. Unless you're a crack shot, you'll be landing out of bounds more often than Nick Faldo on a bad day!

## Into The Abyss

Hole 8 (Par 3, 136 yards)

Don't be fooled by the look of this hole – it might look incredibly easy but you'll be tearing your hair out if you try to cut corners! Unless you're playing as Donkey Kong, Bowser or Metal Mario, don't try to go straight for the green as you'll fall into the abyss below. You'll have to go around to the left and stick to the fairway but there's no way you'll get a birdie unless you chip it in. Get as close as possible and then sink it quick!



## The Narrow Bridge

Hole 9 (Par 4, 402 yards)



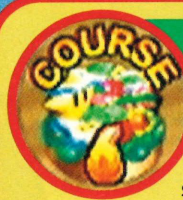
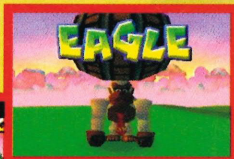
Unless you've reached the heights of some of the better players by now, you might have problems making the distance on this hole. The aim point for your first swing should be on the end of the first fairway stretch along the narrow section in the middle of the course. When you get here, you can go for the green easily but make sure you're taking the wind into account as you aim or you're likely to be out of bounds for certain!



## Through The Trees

Hole 17 (Par 5, 484 yards)

Once more, this is a course where big hitters will have little worries while weaker players might go over par. Those with drives over 240 yards can aim straight for the large piece of fairway beyond the trees on the right – shoot straight over them with your most powerful swing. Everyone else will have to go left but in either case you can reach the green on your second drive with careful aiming. One other thing – don't hit the trees!



## Mario's Star

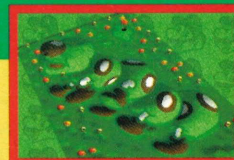
Points To Open: 2200

The ultimate course demands the ultimate holes and this one certainly has those. With some bizarre course designs and plenty of dangers, you'll need all your skills to get through the Mario Tournament in first place!

## Wiggler's Wonders

Hole 3 (Par 5, 510 yards)

The design of this course might be clever but it can also be a complete nightmare! The different parts of Wiggler's body are made out of different types of ground so you'll have to aim very precisely. Aim for the fairway on the middle section of his body (two away from the head) so that you can easily reach the green in two shots. This is a hole for big hitters so those that can't make the distance would be better off staying well clear!



## Tad's Tricky Teaser

Hole 12 (Par 3, 172 yards)

This is a short course full of nasty pitfalls so keep on your toes. Going for the green might seem easy but you'll have to make sure your aim is dead on or you might wind up in the giant sand trap in front of it. An even worse problem is to fly too far and finish in the water hazard behind the green – make sure the wind isn't blowing towards the back of the course unless you want to get wet! On the green it's a simple putt, so hole out for that birdie!



## The Bow-Wow Problem

Hole 16 (Par 4, 380 yards)

The large amount of sand lying around this course combined with the small areas of fairway mean that accuracy is a must here. Make sure you're an expert at judging wind as the slightest disruption to your drive could be the difference between a birdie and a bogey. Aim as far up the chain of fairway islands as your drive will take you so that you'll have less distance to travel to the green, but watch for the bunker surrounding the pin.



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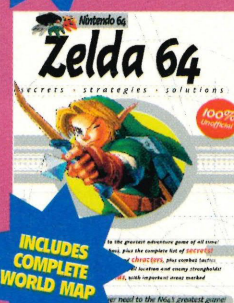
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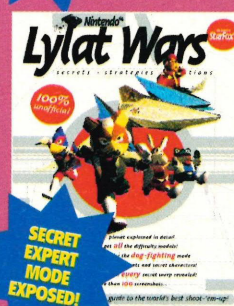
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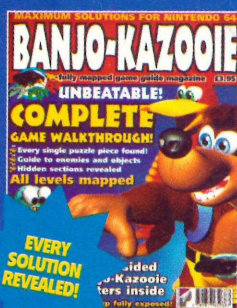
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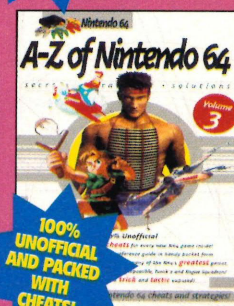
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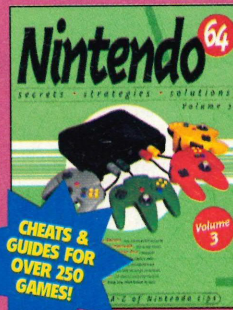
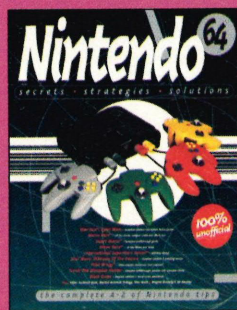
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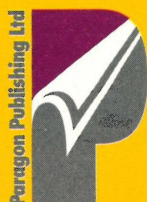
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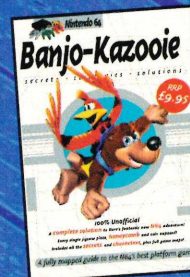
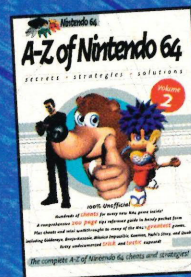
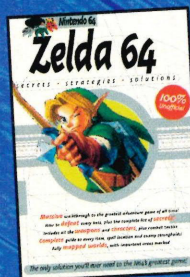
Beetle Adventure Racing



Command & Conquer

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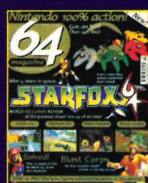
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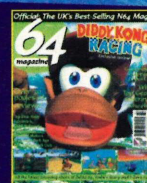
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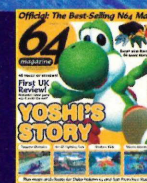
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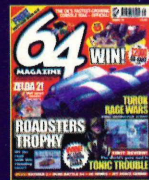
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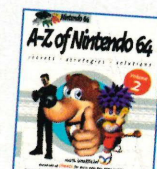
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# nindex

**90%  
and above**

If a game gets a 64 Sizzler, then it's a game that's well worth buying.



**95%  
and above**

The Gold Medal Award only goes to those few games that you absolutely *must* own!



**The complete guide to every N64 game ever reviewed!**

**W**elcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, meaning you can compare different games at a glance.

If you want to get the lowdown on any N64 game that's been covered in a previous issue, then this is your one-stop buyers' guide. The Nindex is updated every month, and from now on we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info, this is where to look!

## NINDEX KEY

<b>Game Name</b>	Self-explanatory, really!
<b>Company</b>	The company that sells it
<b>Players</b> 🎮	How many players can take part?
<b>Memory</b> 📀	Does it make use of the Controller Pak?
<b>Rumble Pak</b> 📀	Does it make use of the Rumble Pak?
<b>Expansion Pak</b> 📀	Does it make use of the Expansion Pak?
<b>UK Game</b> 🇬🇧	Is it available in the UK?
<b>Issue</b>	The issue it was last reviewed
<b>Score</b>	The percentage rating we've given it
<b>Comment</b>	What we think of it!

### GENRE

### DESCRIPTION

**ADVENTURE** Games involving exploration and problem-solving

**BEAT-'EM-UP** Fighting games, rather obviously!

**PARTY/PUZZLER** Designed for multiple players, or a brain teaser






**PLATFORM** Games that involve precise jumps and acrobatics

**RACING** Mostly (but not always) involving cars racing each other

**SHOOT-'EM-UP** The main objective? Kill 'em all!

**SPORTS** Football, basketball, American football, golf... whatever you're into

**STRATEGY/SIMULATION** Games that test your brain rather than your reflexes

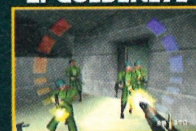
Game Name	Company	    	Issue	Score	Comment				
1080° Snowboarding	Nintendo	1-2	●	●	17	82%	The best snowboarding game on any machine!		
A Bug's Life	Activision	1	●	●	29	59%	Mediocre movie licence aimed at younger players.		
Aero Fighters Assault	Video System	1-2			●	15	20%	Abysmal, sluggish air combat 'game'.	
Aero Gauge	ASCII	1-2	●		●	15	40%	Slow and unplayable Wipeout rip-off.	
Airboarder	Human	1-2	●	●		14	73%	Hoverboard game of mixed playability.	
All-Star Baseball '99	Acclaim	1-4	●	●	●	16	84%	Good but bugged hi-res baseball game.	
All-Star Baseball '2000	Acclaim	1-4	●	●	●	●	27	85%	Improved version of the above.
All-Star Tennis '99	Ubi Soft	1-4	●		●	24	70%	Not entirely successful 'real' tennis game.	
Augusta Masters '98	T&E Soft	1-4	●			17	25%	Thoroughly nasty attempt at a golf game.	
Automobili Lamborghini	THE Games	1-4	●	●	●	8	68%	Four-player racer, but not realistic or thrilling.	
Banjo-Kazooie	Nintendo	1		●	●	16	90%	Excellent (if slightly easy) adventure.	
Battletanx	3DO	1-4	●	●		26	78%	Doesn't look like much, but it's a good multiplayer blast!	
Beetle Adventure Racing	EA	1-4	●	●	●	25	92%	Fantastic mix of racing and exploration. With VW Beetles.	
Bio Freaks	GT Interactive	1-2	●	●	●	19	82%	Ultra-violent futuristic fighter with lots of gore.	
Blast Corps	Nintendo	1	●		●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.	
Body Harvest	Gremlin	1		●	●	20	82%	Time-travel action where you wipe out giant alien bugs.	
Bomberman 64	Nintendo	1-4	●		●	9	80%	Bomb-chucking platformer with disappointing battle game.	
Bomberman Hero	Nintendo	1			●	21	49%	Shamefully easy platform adventure.	
Brave Spirits Wrestling	Hudson	1-4	●			12	65%	Sub-par Japanese wrestling game.	
Buck Bumble	Ubi Soft	1-2	●	●	●	18	82%	Weapon-filled insect shooter with bad fogging.	
Bust-A-Move 2	Acclaim	1-2	●		●	15	91%	Simple but addictive puzzle/battle game.	
Bust-A-Move 3DX	Acclaim	1-4	●	●	●	22	90%	As BAM2, but now for four players!	
California Speed	Midway	1-2	●	●		26	45%	Tragically bad sequel to Cruis'n USA and World.	
Castlevania	Konami	1	●		●	24	85%	Spooky vampire adventure, let down by dodgy camera.	
Chameleon Twist	Ocean	1-4			●	10	64%	Simple and easy tongue-oriented platformer.	
Chameleon Twist 2	Sunsoft	1	●	●	●	23	75%	More of the same, and still too easy.	
Charlie Blast's Territory	THE Games	4		●	●	29	68%	Odd puzzle game with a good multiplayer mode.	
Chopper Attack	GT Interactive	1		●	●	18	70%	Plodding Desert Strike-style game with clumsy controls.	
Clayfighter 63 1/3	Interplay	1-2			●	8	8%	The worst game on the N64! It's rubbish!	
Command & Conquer	Nintendo	1		●	●	●	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2			●	10	22%	Dated and dismal driving drudgery.	
Cruis'n World	Nintendo	1-4		●	●	18	23%	A sequel that's nearly as bad as the original!	
Dark Rift	Vic Tokai	1-2	●		●	4	47%	Bland and derivative fighter offering nothing exciting.	
Diddy Kong Racing	Rare	1-4	●	●	●	7	84%	Fun mix of racing and exploration.	
Doom 64	GT Interactive	1	●		●	1	70%	Atmospheric but dated upgrade of the old PC classic.	
Doraemon	Epoch	1				3	30%	Snoozesome Japanese Mario clone for kids.	
Dual Heroes	Hudson	2	●			9	18%	Appalling fighter that offers no challenge whatsoever.	
Duke Nukem 64	GT Interactive	1-4	●		●	7	81%	Good conversion of the PC one-linerthon.	
Duke Nukem: Zero Hour	GT Interactive	1-4	●	●	●	27	90%	Fine alien blaster with the hard-as-nails hero.	
Extreme G	Acclaim	1-4	●	●	●	7	77%	Futuristic bike racing game – hard to control.	
F1 Pole Position	Ubi Soft	1-2	●		●	6	63%	Early, now outdated Formula 1 game.	
F-1 World Grand Prix	Nintendo	1-2		●	●	18	94%	Excellent, though very hard, Formula 1 simulation.	
F-1 World Grand Prix II	Nintendo	1-2	●	●	●	●	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	●		●	2	19%	A travesty of the Beautiful Game, awful in every way.	
FIFA '99	EA Sports	1-4	●	●	●	24	91%	Best of the FIFA series, until the next one!	
FIFA: Road To World Cup '98	EA Sports	1-4	●		●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.	
Fighter's Destiny	Ocean	1-2	●	●	●	11	80%	One of the better N64 fighters.	
Fighting Force 64	Crave	2	●	●		29	62%	Past-it PlayStation port.	
Flying Dragon	Interplay	1-2	●	●	●	30	78%	Fun fighting game, though it's not exactly Street Fighter!	

## OUR TOP TEN

### 1: ZELDA



### 2: GOLDENEYE



### 3: ISS '98



### 4: F-1 WGP



### 5: MARIO 64



### 6: QUAKE II



### 7: ROGUE SQUADRON



### 8: F-ZERO X



### 9: BANJO-KAZOOIE



### 10: VIGILANTE 8



## 64 TOP SHOOT-EM-UPS



- 1 Goldeneye 95%
- 2 Quake II 93%
- 3 Star Wars: Rogue Squadron 92%
- 4 Vigilante 8 90%
- 5 Duke Nukem: Zero Hour 90%

## 64 TOP FIGHTING GAMES



- 1 Smash Brothers 87%
- 2 WWF Warzone 86%
- 3 Mortal Kombat 4 86%
- 4 WCW Vs NWO Revenge 85%
- 5 Bio Freaks 82%

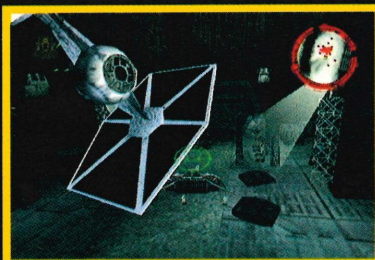
## TEST OF TIME



This issue's trio of retro reviews comes from issue 23, way back at the start of the year.

How much difference does the gestation period of a human being make to our opinions of these three games? Let's find out, shall we?

Game Name	Company	Issue	Score	Comment
Forsaken	Acclaim	1-4 ● ● ●	14 86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4 ● ● ●	17 90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2 ● ● ●	21 62%	Jerky, mediocre game with a fighter creation mode.
Gex: Enter The Gecko	GT Interactive	1 ● ● ●	18 80%	Lizardly platformer that spoofs films and TV shows.
The Glory Of St Andrews	Seta	1-4 ● ● ●	3 10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1 ● ● ●	20 85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2 ● ● ●	24 80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4 ● ● ●	5 95%	The best multiplayer game on N64! Great for lone players, too.
GT 64	Ocean	1-2 ● ● ●	16 64%	Clunky, unrealistic and dull racing game.
Hexen	GT Interactive	1-4 ● ● ●	5 30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1 ● ● ●	21 54%	Attractive, but repetitive, junior RPG with too many random battles.
Iggy's Reckin' Balls	Acclaim	1-4 ● ● ●	17 83%	Odd mix of racer and platformer that's quite good fun.
ISS 64	Konami	1-4 ● ● ●	3 93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4 ● ● ●	18 95%	The best football game ever. Fact!
J-League Dynamite Soccer	Imagineer	1-4 ● ● ●	6 44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4 ● ● ●	8 60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4 ● ● ●	31 88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3 ● ● ●	14 30%	Pathetic attempt to bring an American game show to N64.
John Madden 64	EA Sports	1-4 ● ● ●	8 76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4 ● ● ●	29 70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2 ● ● ●	3 70%	Rare-produced fighter where button-hammering beats skill.
Knife Edge	THE Games	1-4 ● ● ●	22 26%	Mind-numbingly boring on-rails shooter.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1 ● ● ●	21 96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1 ● ● ●	28 82%	Tough mix of platformer and puzzle game.
Let's Smash	Hudson	1-4 ● ● ●	21 90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4 ● ● ●	5 87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2 ● ● ●	7 70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4 ● ● ●	31 80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2 ● ● ●	24 65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4 ● ● ●	29 88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4 ● ● ●	3 78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4 ● ● ●	24 80%	Fun but simple multiplayer party game.



### ROGUE SQUADRON

Nintendo • £59.99 • Original Rating: 92%

Once you've fought your way through the game, the only thing that will bring you back is the medal system, and you've probably caved and used cheats to get the Millennium Falcon by now anyway. It does quickly get repetitive.

90%



### SOUTH PARK

Acclaim • £39.99 • Original Rating: 73%

Already a fairly tedious shooter based far too heavily on *Turok 2*, *South Park* has definitely not aged well. It's extremely dull and annoying to play, and even the multiplayer game just doesn't have what it takes to keep you coming back.

64%



### MICRO MACHINES

Codemasters • £39.99 • Original Rating: 91%

Unique on the N64 in that it's an eight-player game, *Micro Machines* is one of those games that's incredibly simple yet keeps you hooked. It's a pity Codies won't be making any more N64 games, because their one attempt is brilliant!

90%

Game Name	Company	Icons	Issue	Score	Comment
Michael Owen's WLS 2000	THQ	4 ● ● ● ●	31	91%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8 ● ● ● ●	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2 ● ● ● ●	30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Mischief Makers	Nintendo	1 ● ● ● ●	7	82%	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1 ● ● ● ●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1 ● ● ● ●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4 ● ● ● ●	31	70%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2 ● ● ● ●	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2 ● ● ● ●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2 ● ● ● ●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 ● ● ● ●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2 ● ● ● ●	29	86%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2 ● ● ● ●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4 ● ● ● ●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4 ● ● ● ●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4 ● ● ● ●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA Jam '99	Acclaim	1-4 ● ● ● ●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Live '99	EA Sports	1-4 ● ● ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ● ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4 ● ● ● ●	27	59%	Highly disappointing basketball title.
NFL Blitz	GT Interactive	1-2 ● ● ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4 ● ● ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ● ●	21	89%	Updated and improved version of NFL QBC '98.
NHL '99	EA Sports	1-4 ● ● ● ●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4 ● ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ● ●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1 ● ● ● ●	24	55%	Dog-rough attempt at a horror game.
Off-Road Challenge	GT Interactive	1-2 ● ● ● ●	17	27%	Based on Cruis'n USA, and nearly as bad!
Ogre Battle 64	Nintendo	1 ● ● ● ●	31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4 ● ● ● ●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Penny Racers	THQ	1-4 ● ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Pilotwings 64	Nintendo	1 ● ● ● ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.

## 64 TOP

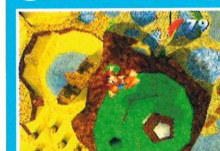
### ADVENTURE GAMES



- 1 Zelda 96%
- 2 Silicon Valley 87%
- 3 Castlevania 85%
- 4 Mystical Ninja 80%
- 5 Shadows Of The Empire 58%

## 64 TOP

### PLATFORM GAMES



- 1 Banjo-Kazooie 95%
- 2 Super Mario 64 92%
- 3 Shadow Man 92%
- 4 Mystical Ninja 2: Starring Goemon 86%
- 5 Glover 85%

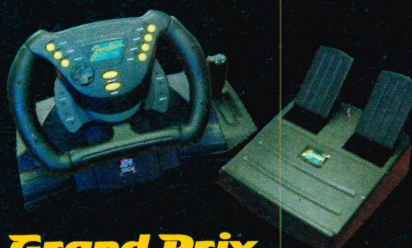
## BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

### Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun, we heartily recommend that you get yourself a full set of these.



### Grand Prix Racing Wheel II

JOYTECH • (01525) 852900 • £59.99

One of the best wheels around, the Grand Prix – which has an official Jordan team licence – has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!

### 4 Meg Memory Card

DATEL • £29.99

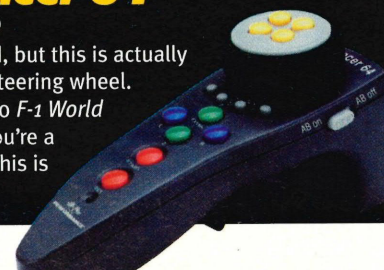
Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.



### Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to *F-1 World Grand Prix*, so if you're a Formula 1 addict, this is the one for you!



## 64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 Beetle Adventure Racing 92%
- 3 Micro Machines 64 Turbo 91%
- 4 F-Zero X 90%
- 5 Star Wars: Episode 1 Racer 90%

## 64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 ISS 64 93%
- 3 Michael Owen's WLS2K 91%
- 4 FIFA '99 91%
- 5 Let's Smash 90%

Game Name	Company	Icons	Issue	Score	Comment
Pocket Monsters Stadium	Nintendo	1-4 ●	19	46%	Cute-but-dull fantasy animal fighter, intended for young kids.
Premier Manager 64	Gremlin	4 ● ● ●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2 ●	8	87%	Simple but horribly addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4 ●	16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2 ● ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ●	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rakuga Kids	Konami	1-2 ● ●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3 ● ● ●	26	70%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3 ● ● ●	13	38%	Boring conversion of a dull old arcade game.
ReVolt	Acclaim	1-4 ● ● ● ●	30	90%	Genuinely enjoyable radio-controlled car racer.
Robotron 64	GT Interactive	1-2 ● ●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rugrats Scavenger Hunt	THQ	1-4 ● ● ●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2 ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4 ● ● ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1 ● ● ●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1 ● ● ● ●	30	92%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1 ● ● ●	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) subgames.
Sim City 2000	Imagineer	1 ● ● ●	12	60%	Japanese text-filled version of the old PC game.
Smash Brothers	Nintendo	1-4 ● ● ● ●	24	87%	Mario and friends hit each other. Top four-player fun.
Snowboard Kids	THE Games	1-4 ● ● ● ●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4 ● ● ●	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4 ● ● ● ●	23	64%	Iffy fast-buck licence based on the Turok 2 game engine.
Space Station: Silicon Valley	Take 2	1 ● ● ●	20	87%	Bizarre but engrossing adventure full of robot animals.
Starshot: Space Circus Fever	Infogrames	1 ● ● ●	25	44%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1 ● ● ●	17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1 ● ● ● ●	23	90%	Superb Star Wars combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2 ● ● ● ●	28	90%	Very fast, but too easy to provide long-term excitement.
Superman	THE Games	1-4 ● ● ● ●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1 ● ● ● ●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2 ● ● ●	20	49%	Useless giant robot fighter.

## 64 MAG'S MOST WANTED



### PERFECT DARK

The phrase 'we want this' could have been made for the next-generation *Goldeneye*. But Nintendo is holding it back until next year. Are they completely mad?



### RAINBOW SIX

Adding a whole new level to the concept of the first-person shooter, *Rainbow Six* (see page 6 this issue) gives you control of a crack team of commandos. Waste the bad guys with impunity!



### ZELDA GAIDEN

It's a sure-fire hit, so of course Nintendo isn't deigning to give any indication of when it might turn up. Yup, we Brits love nothing more than getting games last, don't we?



### RIDGE RACER 64

We've seen it and it's definitely *Ridge Racer* – which means great handling and a whole lot of fun! But is the N64 racer market already overcrowded?



### DONKEY KONG 64

Uh-oh – Nintendo has now decided that it *won't* be bundling the Expansion Pak for free, and *DK64* will cost you a packet. We're betting it'll still be number one at Christmas, though!

Game Name	Company	Icons	Issue	Score	Comment
Tamagotchi World	Bandai	1-4	11	66%	Japanese board game based on Tamagotchis.
Tetrisphere	Nintendo	1-2	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D.
Tonic Trouble	Ubi Soft	1 ● ● ● ●	31	87%	Amusing platformer that's somewhat on the easy side.
Top Gear Overdrive	THE Games	1-4 ● ● ● ●	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2 ● ● ● ●	7	80%	Good racing game with excellent car handling.
Turok 2: Seeds Of Evil	Acclaim	1-4 ● ● ● ●	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1 ● ● ● ●	1	70%	First in the series, plagued by fogging and annoying platform bits.
Twisted Edge Snowboarding	THE Games	1-2 ● ● ● ●	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2 ● ● ● ●	21	69%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4 ● ● ● ●	25	90%	Aggressive car-based battle game set in the Seventies.
Virtual Chess	Titus	1-2 ● ● ● ●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4 ● ● ● ●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4 ● ● ● ●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2 ● ● ● ●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2 ● ● ● ●	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3-D Hockey	GT Interactive	1-4 ● ● ● ●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3-D Hockey '98	GT Interactive	1-4 ● ● ● ●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4 ● ● ● ●	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4 ● ● ● ●	20	85%	Update of WCW Vs NWO World Tour; slightly better.
WCW Nitro	THQ	1-4 ● ● ● ●	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2 ● ● ● ●	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3 ● ● ● ●	10	30%	Pathetic, Jenny Powell-free US version.
Wipeout 64	Midway	1-4 ● ● ● ●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4 ● ● ● ●	14	86%	Yet another update of FIFA.
World Driver Championship	Midway	2 ● ● ● ●	29	79%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4 ● ● ● ●	9	86%	Japanese version of ISS 64.
WWF Attitude	Acclaim	1-4 ● ● ● ●	30	87%	Takes Warzone's place as the best wrestling game.
WWF Warzone	Acclaim	1-4 ● ● ● ●	17	86%	Decent wrestler, now superseded by WWF Attitude.
XG2	Acclaim	1-4 ● ● ● ●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Yoshi's Story	Nintendo	1 ● ● ● ●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

## 64 TOP PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Wetrix 86%
- 5 Lode Runner 82%

## 64 TOP STRATEGY/SIMULATION GAMES



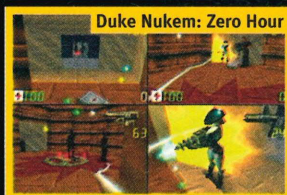
- 1 Command & Conquer 90%
- 2 Premier Manager 64 85%
- 3 Blast Corps 80%
- 4 Ogre Battle 64 77%
- 5 Pilotwings 76%

# EXPANSION PAK GAMES

If you want to take N64 gaming to the next level, then you'll need to lay your grubbies on the Nintendo Expansion Pak! Costing £29.99, this little gizmo plugs into the front of your N64 and enhances its performance no end. Improved graphics, better AI – you'll wonder how you managed without one!

## OUT NOW

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Duke Nukem: Zero Hour  
Hybrid Heaven  
Ken Griffey Jr's Slugfest  
NFL Quarterback Club '99  
Quake II  
Re-Volt  
Shadow Man  
South Park  
Star Wars Racer



Star Wars: Rogue Squadron  
Top Gear Overdrive  
Turok 2: Seeds Of Evil  
Vigilante 8  
WWF Attitude

## COMING SOON

40 Winks  
Armorines: Project Swarm  
Army Men: Sarge's Heroes  
Bassmasters 2000  
Battlezone 64  
Caesar's Palace  
Daikatana  
Donkey Kong 64

Jet Force Gemini  
Knockout Kings  
Lego Racers  
Madden NFL 2000  
Michael Owen's Soccer  
Motocross 64  
NBA Courtside 2  
NBA Jam 2000  
NFL Quarterback Club 2000  
Nightmare Creatures 2  
Perfect Dark  
Polaris Snowcross  
Rayman 2



Ridge Racer Revolver  
Road Rash 64  
South Park Rally  
Starcraft 64  
Supercross 2000  
Top Gear Hyperbike  
Top Gear Rally 2  
Winback  
Turok 3: Oblivion  
Turok: Rage Wars  
Vigilante 8 2: Second Offense



# Jet Force Gemini

Full review of  
Rare's dark horse  
shoot-'em-up!

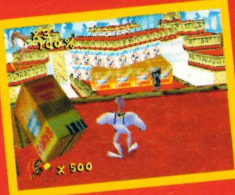


# Rayman 2

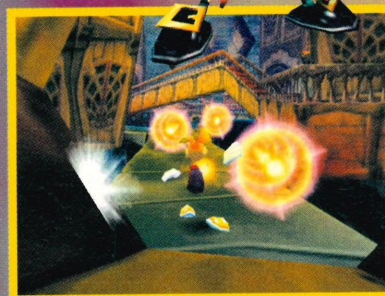
He's here at last! Ubi Soft's limbless  
hero arrives – what's our verdict?

## PLUS!

Reviews of Earthworm Jim, Worms  
Armageddon, Knockout Kings  
2000, Roadsters Trophy, Gex 3:  
Deep Cover Gecko, Carmageddon,  
Asteroids Hyper 64, Battlezone  
and Bass Hunter!



Previews of Donkey Kong 64,  
Rocket: Robot On Wheels,  
Armorines: Project Swarm,  
Dragon Sword, Ridge Racer  
64, Ready 2 Rumble, Starcraft  
and ISS Millennium!



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Dead Pool: Rain; Sci-Fi Channel UK for dumping MST3K; incessant  
moaners; the babbling kid who won't shut up.

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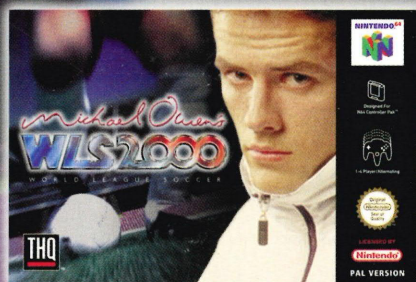
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